DUNGEONS & DRAGONS®

FANTASY ROLE-PLAYING GAME

SET 4: MASTER RULES

This game requires no gameboard because the action takes place in your imagination. Face the challenge of masterful play. Battle creatures of legend. Quest for fabulous treasures.

Ideal for 3 or more beginning to intermediate players, ages 12 and up.

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FOR ANY NUMBER OF PLAYERS, AGES 12 AND UP

DUNGEONS & DRAGONS®

MASTER PLAYERS' BOOK

THE FANTASY ROLE-PLAYING GAME

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Preface

I sit back and happily sigh for a fourth time. My work on D&D® Set 4 is now complete—and as I stretch, I remember. While I relax, many people start their long and hard work turning my manuscript into a published product. They plan, edit, set type, illustrate, lay out pages, photograph, print, sell.... The tasks are many, and the time is late.

My ending is their beginning, and yours —and your characters'. In Basic play, your young adventurers began their careers, intent on the pursuit of fame and fortune. The *Expert Rulebook* led them out of the dungeon and into the wider world. They ended their childhood and began a campaign, the saga of the world in which they live. In the *Companion Set*, they had a choice of paths—to become rulers, amassing power and wealth, or travel, gathering knowledge and fame. Either path led to new adventures, and new beginnings.

Your characters will soon go beyond the 25th level, looking for new challenges and perhaps even new worlds to explore. The D&D® *Master Set* takes the characters from levels 26 to 36 (the maximum level for humans). The day-to-day fear of death has faded as your characters have grown in fighting prowess and magical power. Great plans and greater goals are now possible with little fear of defeat. Personal skill, strategy, and experience are the most important variables in this quest for greatness.

A game's development is a group effort, much the same as playing a D&D® game. I, like a DM, provide ideas and structure, but I cannot play alone. The many people who have contributed to this game's publication and development should not be forgotten. This set is dedicated to everyone who has helped in the development of the DUNGEONS & DRAGONS® game during the last decade. They are credited hereafter in fairly chronological order.

Two groups of gamers of the early 1970's, the Lake Geneva Tactical Studies Association and the Castle & Crusade Society, contributed greatly to the rise of fantasy gaming. Their members include the creators of this game, Gary Gygax and Dave Arneson, and (among many others) H. Axel Krigsman Jr., Rob and Terry Kuntz, William Linden, Chris Schleicher, and Russell Tulp.

Don Kaye, who passed away in 1972, was a co-founder (with Gary Gygax and Brian Blume) of TSR Hobbies.

Jeff Perren was co-author (with Gary Gygax) of the Chainmail rules for miniatures, a hobby standard for fantasy gaming.

The Gygax family hand-assembled the first boxed rule sets. Ernie and Luke, Gary's sons, have made frequent and noteworthy contributions to the game.

The supplements to the original set offered thanks to Alan Lucien, Jeff Key, Steve Marsh, Mike Mornard, Dennis Sustare, and Jim Ward. Tim Kask, editor of the supplements and other game materials, also deserves our warm thanks.

The first revised version of the D&D Basic rulebook was edited by J. Eric Holmes. His work was continued, a few years later, by Tom Moldvay, editor of the 1981 edition. The 1983 revision of the Basic rules, as well as the Expert and Companion sets, were edited by Anne C. Gray. Anne was joined by Mike Breault and Barbara Deer in editing this Master set.

Others who contributed ideas and material to the game system over the years include Brian Blume, Dave Cook, Allen Hammack, Kevin Hendryx, Harold Johnson, Jon Pickens, Brian Pitzer, Michael Price, Patrick Price, Paul Reiche, Evan Robinson, Gordon Schick, Lawrence Schick, Edward G. Sollers, Donald C. Snow, Ralph Wagner, Jean Wells, Bill Wilkerson, and Ralph "Skip" Williams.

Finally, no published game can succeed without the proper artwork. The many depictions of monsters and magic have added immeasurably to our concepts of the game world. The artists of the many earlier versions of the game include Greg Bell, C. Corey, Jeff Dee, Jeff Easley, Larry Elmore, Wade Hampton, Tom Keogh, Gary Kwapisz, Dave LaForce, Deborah Larson, Tracy Lesch, Erol Otus, Keenan Powell, Jim Roslof, Stephen D. Sullivan, and Dave Sutherland.

Many thanks to all contributors, and to any others accidentally omitted from the lists above. And a special thanks to *you*—today's hobby gamer, our valued customer. The future of the game rests in your hands; help it to prosper and thrive for many years to come.

May you make all your Saving Throws!

Frank Mentzer
Spring 1985

DUNGEONS & DRAGONS®

Fantasy Adventure Game
by Gary Gygax

Master Players' Book

Compiled by Frank Mentzer

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WARNING: This book has been designed for use with the **DUNGEONS & DRAGONS®** Basic, Expert, and Companion Sets. It does not explain how to play the game. You must have the Basic, Expert, and Companion rules before you can use this set.

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Introduction

This is the fourth set of rules for the DUNGEONS & DRAGONS® game series. It can only be used with the rules from the previous three sets.

What started in the *Basic Set* (Levels 1- 3), and continued through the *Expert* (Levels 4-14) and *Companion Sets* (Levels 15-25) has finally been brought to a conclusion as the characters reach for the ultimate level of might and glory (Levels 26-36).

A section has also been provided so that you can experience the grandeur and might of a high-level character even if your favorite character has not yet grown this far. Set forth on epic quests and challenge the might of the Immortals on a journey into legend!

The Ultimate Game

At last the cycle is complete. Players and Dungeon Masters alike may experience the wonder of reaching for the ultimate levels of mortal might with the D&D® Master Set.

In the *Basic Set* you learned to crawl through dungeons and defeat the minions of evil. In the *Expert Set* you set out on wanderings through the wilderness, exploring the vast world and becoming the heroes you were destined to be. Then, in the *Companion Set,* you climbed to the pinnacle of success and founded kingdoms, conquering the wild lands and battling barbarian hordes. Now, in the *Master Set,* you can soar across the sky and into the pages of legend.

These books are written for the experienced D&D® player. Begin by reading the *Master Players' Book,* which expands on the known abilities of characters, before turning to the *Dungeon Master's Book*. These rules are written to maintain balanced play at high level. If you discover a contradiction between this set and previous sets, the rules given here should be used. Several optional rules are offered to add variety to your game, but it is your choice whether or not to use them.

Master-level characters are those who have risen to the 26th experience level or higher. They must now face challenges and adventures of epic proportions and become players in the games of the Immortals. Now you will face twisted intrigues, unearthly challenges, and world-shaking catastrophes.

Games with Master-level characters require much more thinking on the part of player and DM alike. You will have to call on your skills of diplomacy and problem solving to handle the complex situations you will face while playing the part of your character and developing creative solutions to insurmountable odds. There will still be glorious battles and treasures to win, but now you must face the puzzles of the gods.

What Is Found Herein

The *Master Players' Book* completes the listing of skills and abilities for all character classes. Especially noteworthy are the many new high-level spells, including the most potent spell known to man, the *wish*.

Then there are several new optional systems offered, including Weapon Mastery and Siege Warfare. In Weapon Mastery, characters may specialize in the use of certain weapons and become more skilled with them, causing more damage, gaining defense bonuses and the skill to perform special maneuvers. The polearm weapon category has been subdivided into several new weapons. The section on Siege Warfare gives you details of weapons used to attack castles and fortifications, as well as a supplement to the *War Machine* rules called *Siege Machine*.

The *Dungeon Master's Book* features the three sections that have become a standard for each rules set: New Procedures, Monsters, and Magical Treasures. Many new and Master-challenging monsters have been provided to overwhelm even the brashest braggart. Magical Treasures now takes a step toward the unearthly, with the introduction of artifacts. These magic items are so powerful they can only be created by the Immortals themselves, and mere mortals will find it a real challenge to control their otherworldly might.

The Procedures section covers many important new topics. Anti-magic is a sort of permanent *dispel magic.* A new, more powerful form of that spell is introduced that can negate even the effect of permanent magic items for a time. Clarifications on dominion income are given as well as several suggestions to help a DM with his record keeping. The section on modifying encounters and monsters to meet the DM's goals includes a short method for determining the balance and challenge of an encounter. Expanded experience awards are provided for use with higher-level monsters. Also introduced are rules for non-human spell casters and undead command to make the monsters more of a challenge. Suggestions are given for converting a new monster, the mystic, into a character class if the DM desires. And finally, the awesome Immortals are introduced, with information for how characters may set out on the paths to immortality.

Now that DM and players have reached a high degree of experience, guidelines and optional rules have been provided so that they can make choices about what they want in their game. Suggestions have been provided for adventures, but it has been left for the DM to design the challenges that best suit his players. Read books on folklore and the great sagas for inspiration.

Now, you are only limited by your imagination. Answer the clarion call to adventure; the lands of legend await!

Character Class Descriptions

The information in this volume is compatible with the revised new edition of the D&D® *Expert Rulebook*. If your copy of the *Expert Rulebook* does not have a box at the top of the inside front cover stating it is the "New Edition!," use the updated combat, saving throw, spell acquisition, and thief abilities tables contained in this book.

Character Classes—Human

Details for character levels 26-36 are given here; details for lower-level characters are given in previous sets. The D&D® *Basic Set* covers levels 1-3; the *Expert Set,* levels 4-14; and the *Companion Set,* levels 15-25.

Cleric

All rules on spell casting are given in the D&D® *Basic* and *Expert* sets.

Any spell marked with an asterisk (*) may be reversed, as given in the spell description. Any reversible cleric spell may be reversed during the casting and need not be memorized in reversed form.

Each spell in the list below is followed by a reference to the full text of the spell. C = D&D® *Companion Set* Players Manual (page number for the 1984 edition).

CLERIC EXPERIENCE TABLE

		Spells by Spell Level						
Level	XP	1	2	3	4	5	6	7
26	1,900,000	8	7	7	6	6	5	5
27	2,000,000	8	8	7	6	6	6	5
28	2,100,000	8	8	7	7	7	6	5
29	2,200,000	8	8	7	7	7	6	6
30	2,300,000	8	8	8	7	7	7	6
31	2,400,000	8	8	8	8	8	7	6
32	2,500,000	9	8	8	8	8	7	7
33	2,600,000	9	9	8	8	8	8	7
34	2,700,000	9	9	9	8	8	8	8
35	2,800,000	9	9	9	9	9	8	8
36	2,900,000	9	9	9	9	9	9	9

Hit points: + 1 per level, with no Constitution effect.

CLERIC SAVING THROW TABLE

Level:	25-28	29-32	33-36
Death Ray or Poison	3	2	2
Magic Wands	4	3	2
Paralysis or Turn to Stone	4	3	2
Dragon Breath	4	3	2
Rod, Staff, or Spell	4	3	2

CLERIC TURNING UNDEAD TABLE

	Cleric's Level		
Undead	25-28	29-32	33-36
Skeleton	D#	D#	D#
Zombie	D +	D#	D#
Ghoul	D +	D +	D#
Wight	D +	D +	D +
Wraith	D +	D +	D +
Mummy	D +	D +	D +
Spectre	D	D +	D +
Vampire	D	D	D +
Phantom	D	D	D
Haunt	D	D	D
Spirit	D	D	D
Nightshade	D	D	D
Lich	T	T	T
Special	T	T	T

T automatic Turn, 2d6 Hit Dice of undead
D automatic Destroy, 2d6 Hit Dice
D + automatic Destroy, 3d6 Hit Dice
D# automatic Destroy, 4d6 Hit Dice

SEVENTH-LEVEL CLERIC SPELLS

1. Earthquake (C13)
2. Holy Word (C13)
3. Raise Dead Fully* (C13)
4. Restore* (C13)
5. Survival (described below)
6. Travel (described below)
7. Wish (page 4)
8. Wizardry (page 4)

Seventh-Level Cleric Spells

Survival

Range: Touch
Duration: One hour per level of the caster
Effect: Protects one creature against all non-magical damage from the environment

This spell protects the recipient from adverse conditions of all types, including normal heat or cold, lack of air, and so forth. While the spell is in effect, the caster needs no air, food, water, or sleep. The spell does not protect against magical damage of any type, breath weapons, or blows from creatures. It does protect against all damage caused by natural conditions on other planes of existence. Examples: A cleric might use this spell in a desert or blizzard, preventing any damage from the natural conditions; underground or underwater, enabling survival without air; or in space, to magically survive in vacuum.

Travel

Range: 0
Duration: One turn per level of the caster
Effect: Allows aerial or gaseous travel

This spell allows the cleric to move quickly and freely, even between the planes of existence. The caster (only) may *fly* in the same manner as given by the magic-user spell, with a movement rate of 360 feet (120 feet).

The cleric can also enter a nearby plane of existence, simply by concentrating for one round. A maximum of one plane per turn may be entered. If desired, the cleric may bring one other creature for each five levels of experience (rounded down; for example, a 29th-level cleric could bring five other creatures on the journey). All others to be affected must be touching or touched by the cleric while the spell is cast and the shift is made. Any unwilling creature may make a Saving Throw vs. Spells to avoid the effect. The cleric must take the others, and cannot send them while remaining behind.

While this spell is in effect, the caster (only) may assume *gaseous form* by concentrating for one full round. (If interrupted, no change occurs.) Unlike the potion effect, all equipment carried also becomes part of the same *gaseous* cloud. In this form, the caster may travel at double the normal flying rate: 720 feet per turn (240 feet per round). While *gaseous,* the cleric cannot use items or cast spells, but also cannot be damaged except by magic (weapons or certain spells). Also, a *gaseous* being cannot pass through a *protection from evil* spell effect or an *anti-magic shell.*

Wish

Range: Special
Duration: Special
Effect: Special

A *wish* spell is usable only by a cleric of 36th- (maximum) level with 18 (or greater) Wisdom.

A *wish* is the single most powerful spell a cleric can have. It is never found on a scroll, but may be placed elsewhere (in a ring, for example) in rare cases.

Extensive guidelines for *wishes* are given on page 10, with the magic-user spell description.

Wizardry

Range: 0 (cleric only)
Duration: One turn
Effect: Allows the use of one magic-user scroll spell or one device

By using this spell, the cleric gains the power to use one item normally restricted to magic-users: either a device (such as a wand) or a scroll containing a 1st- or 2nd-level magic-user spell. (Spells of 3rd or higher level cannot be cast, though they may be present on the scroll.) This ability lasts for one turn, or until the scroll or device is used. The cleric magically gains knowledge of the proper use of the item, as if the character were a magic-user. For the duration and effect of the magic-user spell, the level of caster is treated as the minimum necessary for the casting of the spell.

Druid

FIRST-LEVEL DRUID SPELLS

1. Detect Danger (described below)
2. Faerie Fire (C14)
3. Locate (C15)
4. Predict Weather (C15)

SECOND-LEVEL DRUID SPELLS

1. Heat Metal (described below)
2. Obscure (C15)
3. Produce Fire (C15)
4. Warp Wood (C15)

THIRD-LEVEL DRUID SPELLS

1. Call Lightning (C15)
2. Hold Animal (C15)
3. Protection from Poison (page 5)
4. Water Breathing (C15)

FOURTH-LEVEL DRUID SPELLS

1. Control Temperature 10′ radius (C15)
2. Plant Door (C15)
3. Protection from Lightning (C15)
4. Summon Animals (page 5)

FIFTH-LEVEL DRUID SPELLS

1. Anti-Plant Shell (C16)
2. Control Winds (C16)
3. Dissolve (page 5)
4. Pass Plant (C16)

SIXTH-LEVEL DRUID SPELLS

1. Anti-Animal Shell (C16)
2. Summon Weather (C16)
3. Transport Through Plants (C16)
4. Turn Wood (page 5)

SEVENTH-LEVEL DRUID SPELLS

1. Creeping Doom (C16)
2. Metal to Wood (C16)
3. Summon Elemental (page 5)
4. Weather Control (C16)

First-Level Druid Spell

Detect Danger

Range: 5 feet per level of the caster
Duration: One hour
Effect: Reveals hazards

This spell combines some effects of *detect evil* and *find traps*. While it is functioning, the druid can concentrate on places, objects, or creatures within range. A full round of concentration is needed to examine one square foot of area, one creature, or one small object (a chest, weapon, or smaller item). Larger objects require more time. After examining the thing, the druid will know whether it is immediately dangerous, potentially dangerous, or benign (all strictly from the druid's point of view). Note that most creatures are potentially dangerous. This spell will detect poisons, while other spells may not. The spell duration is a full hour when used in natural outdoor settings on the Prime Plane; elsewhere, the duration is half normal (three turns).

Second-Level Druid Spell

Heat Metal

Range: 30 feet
Duration: 7 rounds
Effect: Warms one metal object

This spell causes one object to slowly heat and then cool. It will affect one metal item weighing up to 5 cn per level of the caster. A 12th-level druid, for example, can heat a normal sword, but a 20th-level druid can heat a two-handed sword, and a 36th-level druid, a lance.

The heat causes no damage to magical items. Normal weapons or other items may be severely damaged, especially if made of wood and metal (as a normal lance), as the wood will burn away.

If the object is held, the heat causes damage to the holder: one point during the first round, 2 in the second, 4 in the third, 8 in the fourth, and then decreasing at the same rate (for a total of 22 points of heat damage over seven rounds.) No saving throw is allowed, but fire resistance negates all damage. The item may be dropped at any time, of course, and creatures of low intelligence are 80% likely to do so (check each round). In the fourth round, the searing heat will cause leather, wood, paper, and other flammable objects in contact with the metal to catch fire.

Once the spell has been cast, no concentration is needed; the heating and cooling proceed automatically. A *dispel magic* can stop the effect, but normal means (immersion in water, etc.) will not.

If used on an item imbedded in an opponent (such as an arrow or dagger), the creature may remove the item but loses initiative for that round (and takes the appropriate heat damage as well). Note that heat damage disrupts concentration; the victim cannot cast spells during any round in which damage is inflicted by this spell.

Third-Level Druid Spell

Protection from Poison

Range: Touch
Duration: One turn per level of the caster
Effect: Gives one creature immunity to all poison

For the duration of this spell, the recipient is completely immune to the effects of poisons of all types, including gas traps and *cloudkill* spells. This protection extends to items carried (thus protecting against a spirit's poisonous presence, for example). Furthermore, the recipient gains a +4 bonus on Saving Throws vs. Poisonous Breath weapons (such as green dragon breath) but not petrification breath (such as a gorgon's).

Fourth-Level Druid Spell

Summon Animals

Range: 360 feet
Duration: 3 turns
Effect: Calls and befriends normal animals

With this spell, the druid can summon any or all normal animals within range. Only normal, non-magical creatures of animal intelligence are affected, excluding insects, arthropods, humans, and demi-humans but including mammals, reptiles, amphibians, etc. The druid may choose one or more known animals, may call for specific types, or may summon everything within range. The total Hit Dice of the animals responding will equal the level of the druid. Treat normal small creatures (frogs, mice, squirrels, small birds, etc.) as 1/10 Hit Die each.

Animals affected will come at their fastest movement rate, and will understand the druid's speech while the spell is in effect. They will be friends of and will help the druid, to the limit of their abilities. If harmed in any way, a summoned animal will normally flee, the spell broken for that animal. However, if the druid is being attacked when a summoned animal arrives, the animal will immediately attack the opponent, fleeing only if a Morale Check is failed.

This spell may be used to calm hostile animals encountered while adventuring.

Fifth-Level Druid Spell

Dissolve*

Range: 240 feet
Duration: 3-18 days
Effect: Liquefies 3,000 square feet

Nearly identical to the magic-user spell, this effect changes a volume of soil or rock (but not a construction) to a morass of mud. An area up to 10 feet deep or thick is affected, and may have up to 3,000 square feet of surface area. The druid may choose the exact width and length (20′ × 150′, 30′ × 100′, etc.), but the entire area of effect must be within 240 feet of the caster. Creatures moving through the mud are slowed to 10% of their normal movement rate at best, and may become stuck.

The reverse of this spell, *harden,* changes the same volume of mud to rock, but permanently. A victim in the mud may make a Saving Throw vs. Spells to avoid being trapped.

Sixth-Level Druid Spell

Turn Wood

Range: 30 feet
Duration: One turn per level of the druid
Effect: Pushes all wooden items away

This spell creates an invisible wave of force, 120 feet long and 60 feet tall. Its midpoint can be created anywhere within 30 feet of the caster. This wave of force then immediately moves in one horizontal direction, as specified by the caster, at the rate of 10 feet per round. If desired, the force wall can be stopped at any time, but cannot thereafter be moved.

All wooden objects contacting or contacted by the wave of force become stuck to it and move with it. The wave of force continues moving until the maximum range (360 feet) is reached, and stops there for the remainder of the spell duration. The items caught are not harmed by the effect, but wooden weapons (bows, crossbows, most spears and javelins, etc.) and magic items (wands, staves, etc.) cannot be used while trapped in the effect.

Once created, the wave of force does not require concentration. However, the caster may cause it to vanish before the duration ends by concentrating for one round.

This spell has many useful applications during mass combat (against a group of archers) and waterborne adventures (to move a ship). However, it will not move permanent constructions (such as buildings) or other secured objects (such as trees).

Seventh-Level Druid Spell

Summon Elemental

Range: 240 feet
Duration: 6 turns
Effect: Summons one 16 HD elemental

This spell allows the caster to summon any one elemental per spell (see D&D® *Expert Rulebook*, page 49). Only one of each type of elemental (air, earth, fire, water) may be summoned in one day. The elemental will understand the druid's spoken commands and will perform any tasks within its power (carrying, attacking, etc.) as directed by the caster. Unlike the magic-user spell, no concentration is needed to control the creature. It may be sent back to its own plane on command of the caster, or by the use of a *dispel magic* or *dispel evil* spell.

Fighter

FIGHTER EXPERIENCE TABLE

Level	XP
26	2,280,000
27	2,400,000
28	2,520,000
29	2,640,000
30	2,760,000
31	2,880,000
32	3,000,000
33	3,120,000
34	3,240,000
35	3,360,000
36	3,480,000

Hit points: + 2 per level, with no Constitution effect.

FIGHTER SAVING THROW TABLE

Level:	25-27	28-30	31-33	34-36
Death Ray or Poison	4	3	3	2
Magic Wands	4	4	3	2
Paralysis or Turn to Stone	5	4	3	2
Dragon Breath	4	3	2	2
Rod, Staff, or Spell	5	4	3	2

Special Note: See the *Companion Set* Players Book, page 18, for fighter combat options: Smash, Parry, Disarm, and Multiple Attacks.

Magic-user

All details on spell casting are given in the D&D® *Basic* and *Expert* sets. Any spell marked with an asterisk (*) may be reversed, as given in the spell description. All reversible magic-user spells *must* be memorized in reversed form to be used.

C = D&D® *Companion Set* Players Manual (page number for the 1984 edition).

MAGIC-USER SAVING THROW TABLE

Level:	25-28	29-32	33-36
Death Ray or Poison	4	3	2
Magic Wands	4	3	2
Paralysis or Stone	4	3	2
Dragon Breath	6	4	2
Rod, Staff or Spell	3	2	2

Spells

Any damage-causing spell can produce a maximum of 20 dice (of whatever type is applicable) of damage.

EIGHTH-LEVEL MAGIC-USER SPELLS

1. Clone (described below)
2. Create Magical Monsters (page 7)
3. Dance (C24)
4. Explosive Cloud (C24)
5. Force Field (page 8)
6. Mass Charm* (C24)
7. Mind Barrier* (C24)
8. Permanence (C25)
9. Polymorph Any Object (C25)
10. Power Word Blind (C25)
11. Symbol (C25)
12. Travel (page 8)

NINTH-LEVEL MAGIC-USER SPELLS

1. Contingency (page 8)
2. Create Any Monster (page 8)
3. Gate* (C26)
4. Heal (page 9)
5. Immunity (page 9)
6. Maze (C26)
7. Meteor Swarm (C26)
8. Power Word Kill (C26)
9. Prismatic Wall (page 9)
10. Shapechange (page 9)
11. Timestop (page 10)
12. Wish (page 10)

Eighth-Level Magic-User Spells

Clone

Range: 10 feet
Duration: Permanent
Effect: Grows one duplicate creature from a piece of the original creature

A clone is an exact duplicate of another living creature, grown from a piece of the original by using this spell. The piece need not be alive at the time the spell is cast.

MAGIC-USER EXPERIENCE TABLE

		Spells by Spell Level								
Level	XP	1	2	3	4	5	6	7	8	9
26	2,850,000	7	7	7	6	6	5	5	4	3
27	3,000,000	7	7	7	6	6	5	5	5	4
28	3,150,000	8	8	7	6	6	6	6	5	4
29	3,300,000	8	8	7	7	7	6	6	5	5
30	3,450,000	8	8	8	7	7	7	6	6	5
31	3,600,000	8	8	8	7	7	7	7	6	6
32	3,750,000	9	8	8	8	8	7	7	7	6
33	3,900,000	9	9	9	8	8	8	7	7	7
34	4,050,000	9	9	9	9	8	8	8	8	7
35	4,200,000	9	9	9	9	9	9	8	8	8
36	4,350,000	9	9	9	9	9	9	9	9	9

Hit points: + 1 per level, with no Constitution effect.

A human or demi-human clone is rare and may be very dangerous. A clone of any other living creature is a more common thing called a simulacrum. A character can have only one clone at a time; attempts at making multiple clones of a single character automatically fail. Undead and constructs cannot be *cloned,* because they are not living creatures.

Human and demi-human clones: To create a human or demi-human clone, this spell must be cast on one pound of the original's flesh. The cost of other materials used in making the clone is 5,000 gp per Hit Die of the original. The clone awakens only when fully grown; this takes one week per Hit Die of the original. When completed, the clone is not magical and cannot be *dispelled.*

If the human or demi-human original is not alive when the clone awakens, the clone has all the features, statistics (abilities), and memories possessed by the original at the time the flesh was taken. This is a very important point. For example, a 20th-level magic-user might leave a pound of flesh with a scroll of this spell, so that he might be restored if lost; but if the character gains another ten levels of experience and then dies, the clone will be the younger, less-experienced, 20th- level form.

If a clone duplicates a living person, or if the dead original regains life, a very hazardous situation develops. Each form instantly becomes aware of the other's existence. A partial mind-link exists between them; each can feel the other's emotions (but no other thoughts). If either form is damaged, the other takes the same damage (but may make a Saving Throw vs. Spells to take half damage). This effect does not apply to *charm, sleep,* cures, or other effects that do not cause damage. The clone is immediately obsessed with the need to destroy its original and will do anything to accomplish this. From the time a clone becomes aware of its original, it has one day per level of its creator (the caster of the *clone* spell) to succeed. If it succeeds, it lives in peace; but if it fails, it becomes insane.

When a clone goes insane, the original creature permanently loses one point of Intelligence and one point of Wisdom. The original may also thereafter become insane (5% chance per day, not cumulative). If this occurs, the victim and the clone die one week later, both forever dead and unrecoverable even with a *wish.*

Special Note: If the original and the clone are kept on different planes of existence, no mind-link occurs, and the two preceding paragraphs do not apply. No ill effects occur, and the two remain completely unaware of their situation. If they ever occupy the same plane, the mind-link occurs and cannot be broken thereafter except by the destruction of the clone or its original.

Other clones: A clone of any other living creature (not a human or demi-human) is called a simulacrum. One percent of the original's flesh is needed, and the cost of other materials is 500 gp per hit point of the original. As with a normal clone, the time required to grow a simulacrum is one week per Hit Die of the original.

A simulacrum always obeys its creator (the spell caster). It understands all the languages spoken by the caster. Within a range of 10 feet per level of the caster, it can receive mental commands if the creator concentrates on sending them. A simulacrum is an enchanted monster. It can be blocked by a *protection from evil* spell and is magical; a *dispel magic* spell can (subject to chances of failure) cause it to vanish without a trace.

The simulacrum's alignment is the same as that of the spell caster, regardless of the original's alignment. Its Armor Class, movement rate, morale, and number of attacks are the same as the original's.

A simulacrum has only 50% of the original's Hit Dice, hit points, and damage per attack. The DM rolls d100 for each special ability; it is present in the simulacrum if the result is 01-50. However, a freshly grown simulacrum never has any of the spells or spell-like abilities of the original.

If the original creature is alive, the simulacrum does not grow beyond this point. If the original creature dies (or is already dead), the simulacrum continues to increase in abilities, gaining an additional 5% per week to a maximum of 90% of the original's statistics. When complete, the DM rolls again to see which special abilities previously missing are gained, including spells and spell-like abilities (using the 90% chance for each; all may be present).

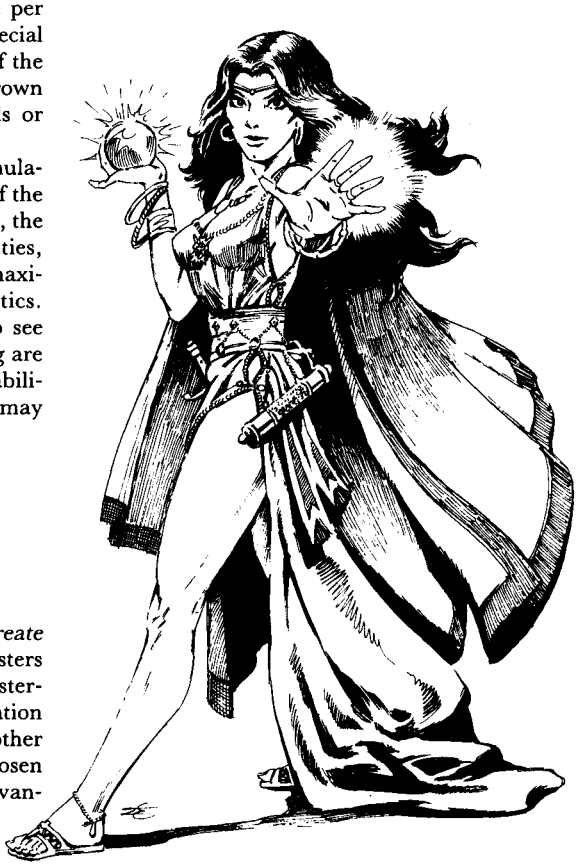
Create Magical Monsters

Range: 60 feet
Duration: 2 turns
Effect: Creates one or more monsters

This spell is similar to the 7th-level *create normal monsters* spell, except that monsters with some special abilities (up to two asterisks) can be created. The range and duration are double those of the lesser spell. All other details are the same: the creatures are chosen by the caster, appear out of thin air, and vanish at the end of the spell duration.

The total number of Hit Dice of monsters appearing is equal to the level of the magic-user casting the spell. Humans and demi-humans may not be created by this spell, but undead are permitted. Creatures of 1-1 Hit Die are counted as 1 Hit Die; creatures of ½ Hit Die or less are counted as ½ Hit Die each.

Special Note: To create a construct (as defined in the *Companion Set* DM's Book, page 21), the proper materials must be used with this spell. Only one construct will appear, regardless of the caster's Hit Dice; but it is permanent, and does not vanish at the end of the spell duration. The construct, however, may have only two asterisks (special abilities) or less. The cost of materials is a minimum of 5,000 gp per asterisk (or more, depending on your campaign).



Force Field

Range: 120 feet
Duration: 6 turns
Effect: Creates an invisible barrier

This spell creates an invisible, immovable barrier or object of pure force. It has almost no thickness, but cannot be broken or destroyed by any means except a *disintegrate* spell or a *wish*; even a *dispel magic* cannot affect it. A *force field's* shape is limited to a sphere, part of a sphere, a flat surface, a cylinder, a square or rectangular box with flat sides, or part of such a box. The sphere's radius can be a maximum of 20 feet. The flat surface or combinations thereof may be up to 5,000 square feet in total area. The *force field* cannot be irregular in shape, and its surface must be perfectly smooth. There is no minimum size.

The *force field* will not appear within any solid or creature. Any part of it that would do so will not appear, leaving a hole in the *force field.* Furthermore, the edges of the field are blunt and cannot cause damage in any way. The *force field* will stay where it is put until it disappears, and cannot be moved by any means but a *wish.*

Any creature(s) completely enclosed by a sealed *force field* will not starve, suffer from lack of air, or otherwise be harmed by the encasement. A sealed *force field* magically preserves any within it from natural death. This does not prevent damage or death from attacks by others within the *force field.*

Nothing can pass through a *force field.* Spells, missiles, blows, breath weapons, and all other attack forms will merely bounce off when contacting it. However, a *teleport* or *dimension door* spell effect can bypass it; these spells allow the caster to step out of normal existence, re-entering elsewhere. The *force field* exists only on one plane of existence. Thus, planar travel (via *gate* or other means) can also bypass it.

Though most often used as a barrier or cage, a *force field* can easily be used to create an invisible floor, stairway, chair, or other object. A *force field* can be made permanent, but the *permanence* spell effect is still subject to *dispel magic,* and if removed, the *force field* disappears immediately. Despite *permanence,* a *force field* will always vanish if struck by a *disintegrate* spell effect or *wished* away.

Travel

Range: 0 (caster only)
Duration: One turn per level of the caster
Effect: Allows aerial or gaseous travel

This spell allows the magic-user to move quickly and freely, even between the planes of existence.

The caster (only) may *fly* in the same manner as given by the magic-user spell, with a movement rate of 360 feet (120 feet), and may also enter a nearby plane of existence by concentrating for one round. A maximum of one plane per turn may be entered. The caster may bring one other creature for each five levels of experience. See the cleric *travel* spell.

While this spell is in effect, the caster may assume *gaseous form* by concentrating for one full round. (If interrupted, no change occurs.) Unlike the potion effect, all equipment carried also becomes part of the same *gaseous* cloud. In this form, the caster may travel at double the normal flying rate: 720 feet per turn (240 feet per round).

While *gaseous,* the magic-user cannot use items or cast spells, but also cannot be damaged except by magic (weapons or certain spells). Also, a *gaseous* being cannot pass through a *protection from evil* spell effect or an *anti-magic shell.*

Ninth-Level Magic-User Spells

Contingency

Range: Touch
Duration: Indefinite (see below)
Effect: Prepares one other spell

This powerful spell acts as a trigger for one stated magic-user spell of 4th level or less that does not normally cause damage. While casting a *contingency* spell, the magic-user must describe one situation. When that situation next occurs, the second spell effect stated appears automatically and immediately, as if cast at that time.

Examples of proper use:

"When I am touched or struck by any living creature that is not a Lawful or Neutral cleric, except for my friends Charlie McGonigle and Sally Silvernose (contingency), then *charm monster* on the creature touching or striking me (spell effect)."

"When I have eight hit points or less and am in a dungeon about to be damaged (contingency), then *dimension door* on myself to a destination 1 inch above ground level directly upward or, if that is greater than 360 feet away, to the farthest unoccupied area within range that I have seen within the 12 hour period prior to the existence of this contingency (spell effect)."

Any item or creature can have one *contingency* spell at most; not even a *wish* can allow multiple applications. The *contingency* described can be as detailed or as simple as desired, but is somewhat limited in effect: it must relate to something within 120 feet of the trigger occurrence. A contingency based on a far-off occurrence is beyond the spell's capacity. The target and effect of the secondary spell must always be specified, and if any needed details are lacking, the secondary spell does not occur.

A *contingency* spell effect has no maximum duration. It may remain for centuries before the situation described comes to pass.

Create Any Monster

Range: 90 feet
Duration: 3 turns
Effect: Creates one or more monsters

This spell is similar to the 7th-level spell *create normal monsters* and the 8th-level spell *create magical monsters,* but with fewer limitations on the types of creatures appearing. The range and duration are triple those of the 7th-level version. Humans and demihumans cannot be created, but any other creature is possible, regardless of the number of special abilities (asterisks). However, if a creature with three or more asterisks is desired, the caster must have carefully studied one (either alive or dead) for at least one hour to be able to create another with this spell. As with the lesser spells, the maximum number of Hit Dice of creatures is equal to the level of the caster.

Special Note: To create a construct (as described in the *Companion Set,* DM's Book, page 21), the proper materials must be used with this spell. Only one construct will appear, regardless of the caster's Hit Dice; but it is permanent, and does not vanish at the end of the spell duration. As with the 8th-level spell, the cost of materials is a minimum of 5,000 gp per asterisk (or more, depending on your campaign). If the construct has four or more asterisks (such as a drolem), the cost is doubled (or more; ask your DM).

Created monsters of all types can be blocked by a *protection from evil* or *anti-magic shell* spell effect.

Heal*

Range: Touch (one creature)
Duration: Permanent
Effect: Cures anything

This spell's effect is identical to that of the 6th-level cleric spell *cureall.* When used to cure wounds, it cures nearly all of the damage, leaving only 1-6 points of damage remaining. It will remove a *curse,* neutralize a poison, cure a disease, cure blindness, or even remove a *feeblemind* effect.

Immunity

Range: Touch (one creature)
Duration: One turn per level of the caster
Effect: Bestows immunity or resistance to some spells and weapons

This spell gives the creature touched total immunity to all 1st-, 2nd-, and 3rd-level spells. Furthermore, 4th- and 5th-level spells have only half normal effect, or one-quarter normal if a saving throw applies and is successful. Any effect that is quantifiable can be reduced in this manner. These effects include duration, bonuses, penalties, damage, etc. If necessary, round numbers off in the recipient's favor. For example, if the recipient were the victim of a *cause critical wounds* cleric spell, only 3-10 points of damage would result.

The recipient is also completely immune to all missiles (normal or magical), normal and silver weapons, and takes half damage from magical hand-held weapons. This applies only to weapons; claws, bites, breath weapons, and other natural attack forms are not blocked.

By concentrating, the recipient can drop the protection, allowing spells (such as *cure wounds*) to have normal effects for that round. If dropped, the *immunity* is totally absent for that round (including the protection from weapons), but returns automatically at the end of the round.

A carefully worded *wish* spell may extend this protection, giving immunity to 4th level spells and +1 weapons, and half normal effect from 5th- and 6th- level spells. No further improvement is possible.

Prismatic Wall

Range: 60 feet
Duration: 6 turns
Effect: Creates a multi-colored barrier

This spell creates a barrier of many colors with a glittering appearance as if from light through a prism. This wall is 2 inches thick, with ⅛ inch between the colors. The effect must be either a sphere with a radius of 10 feet, centered on the caster, or a flat surface (vertical or horizontal) of up to 500 square feet in area. Whatever its form, the *prismatic wall* cannot be moved (even by a *wish*). The caster may pass through it freely and unharmed, with any items desired. All other creatures and objects contacting or passing through the *prismatic wall* are affected by the magic, starting with the first color contacted. A *wish* or rod of cancellation can remove three colors, but no more. Any person with an *anti-magic shell* (including the caster of the *prismatic wall*) cannot pass through the wall, but the attempt will not damage either spell effect.

To break through a *prismatic wall,* the magic remedies given (see below) must be applied in the correct order. When successful, each causes the appropriate color to disappear from the effect. If a creature merely charges into the *prismatic wall,* it takes 84 points of damage from the first three colors (no saving throw), and then must make the four saving throws required for the next four colors. If it survives, the creature may have to exit by passing through the colors again, in reverse order.

The *prismatic wall* extends into the nearest plane of existence (the Ether if cast on the Prime Plane), appearing there as an indestructible solid wall. It thus cannot be bypassed by planar or dimensional travel.

The colors and effects of a *prismatic wall* are always the same; when created, the violet side is always closest to the caster.

Red: Blocks all magical missiles; inflicts 12 points of damage. Negated by any magical cold.

Orange: Blocks all non-magical missiles; inflicts 24 points of damage. Negated by any magical lightning.

Yellow: Blocks all breath weapons; inflicts 48 points of damage. Negated by *magic missile* spell.

Green: Blocks all detection spell effects (including crystal balls, ESP, etc.). Anyone touching it must make a Saving Throw vs. Poison or die. Negated by *passwall* spell.

Blue: Blocks all poisons, gases, and gaze attacks. Anyone touching it must make a Saving Throw vs. Turn to Stone or be petrified. Negated by *disintegrate* spell.

Indigo: Blocks all matter, living or otherwise. Anyone touching it must make a Saving Throw vs. Spells or be *gated* to a random location in an Outer Plane, and possibly (50%) forever lost. Negated by *dispel magic* spell.

Violet: Blocks magic of all types. Anyone touching it must make a Saving Throw vs. Wands or be struck unconscious and insane (curable only by a *cureall* spell or a *wish*). Negated by *continual light* spell.

Shapechange

Range: 0 (caster only)
Duration: One turn per level of the caster
Effect: Caster may change form

This spell is similar to the 4th-level *polymorph self* spell, but is far more powerful. The caster actually becomes another creature or object in all respects except the mind, hit points, and saving throws. Armor class, Hit rolls, special attack forms, immunities, and all other details are those of the form taken.

A magic-user cannot cast spells in any form except that of a bipedal humanoid (demihuman, goblin, ogre, giant, etc.). The caster cannot take a unique form (such as that of a specific character, Elemental Ruler, or Immortal) and can gain the likeness but not the abilities of another character class. Any spells cast in other forms must come from the magic-user's own memory. Inanimate forms are limited in size to a maximum of 1 foot tall per level of the caster, and 100 cn weight per level.

Except for these limits, the caster can become any creature or object that he or she has ever seen. Imaginary or unfamiliar creatures cannot be used; a ten-armed troll, for example, is not allowed. Each change requires a full round of concentration, but the caster may change shape at will during the spell's duration.

Examples: The caster may become a huge red dragon, a boulder, a chair, an elemental, a gnat, a vampire, and so forth. The caster, however, has the flaws of the new form as well as its strengths. If, for example, the caster is struck by a *sword +2, +5 vs. dragons* while in dragon form, the +5 bonus applies.

This spell effect cannot be made permanent and is subject to *dispel magic.* During the spell duration, the caster cannot pass through any *protection from evil* or *anti-magic shell* spell effect.

Timestop

Range: 0 (caster only)
Duration: 2-5 rounds
Effect: Allows caster to act for 2-5 rounds while everything else "stops"

To the caster, this spell seems to stop time. It speeds the caster so greatly that all other creatures seem frozen at normal speed, in "normal time." From the caster's point of view, the effect lasts for 2-5 rounds. The caster may perform one action during each of these magical rounds.

Normal and magical fire, cold, gas, etc. can still harm the caster. While the *timestop* is in effect, however, other creatures are invulnerable to the caster's attacks and spells. Spells with durations other than "instantaneous" may be created and left to take effect when time resumes. Note that **no time elapses** while this spell is in effect; durations of other spells cast start after the *timestop* ends.

Items held by those in normal time cannot be moved, but other items (including those worn or carried by others) are not "stuck." The caster is completely undetectable by those in "normal time." However, the magic-user cannot pass through a *protection from evil* or *anti-magic shell* while under this spell's effect.

Wish

Range: Special
Duration: Special
Effect: Special

A *wish* spell is usable only by a magic-user of 33rd-36th level who has Intelligence of 18 or greater.

A *wish* is the single most powerful spell a magic-user can have. It is never found on a scroll, but may be placed elsewhere.

Wording the Wish: The player must say or write the exact *wish* made by the character. Wording of the *wish* is very important. The literal meaning will usually occur, whatever the intentions of the player.

The DM should try to maintain game balance, being neither too generous nor too stingy in deciding the effects of a *wish*. Remember that *wishes* should be able to do quite a bit. Even a badly phrased *wish*, made with good intentions, may have good results. However, if the *wish* is greedy, or made with malicious intent, every effort should be made to find differing interpretations. If necessary, the *wish* can even be disallowed, having no effect. Whenever a *wish* fails or is misinterpreted, the DM should explain (after the game) the problem or flaw in the phrasing.

Here are some examples of faulty wishes:

"I wish that I knew everything about this dungeon" could result in the character knowing all for only a second, and then forgetting it.

"I wish for a million gold pieces" can be granted by having them land on the character and then vanish.

"I wish to immediately and permanently possess the gaze power of a basilisk while retaining all of my own abilities and items" is a carefully worded *wish* that's out of balance. Characters are already quite powerful. This wish could result in the growth of a basilisk head in addition to the character's own, or the growth of extra eyes—without eyelids—leaving the character extremely vulnerable to other gaze attacks.

A *wish* can never be used to gain either XP or levels of experience.

Possible Effects: If a *wish* is used to harm another creature in any way, the victim may make a Saving Throw vs. Spells. If the save is successful, the victim takes half the ill effects and the other half rebounds on the caster (who may also save to avoid it, but with a -4 penalty to the roll). A carefully worded wish can, however, move (i.e. *teleport*) another creature if no harm is done in the process, allowing no saving throw. The saving throw applies only to creatures, not their items carried or possessed.

A *wish* may be used to gain treasure, up to a maximum of 50,000 gp per *wish*. However, the caster loses 1 XP per gp value of treasure gained, and this loss cannot be magically restored.

A *wish* can be used, if the DM desires, to gain the use of a magic item for a short time. Generally, any magic item gained is borrowed from somewhere else, not created. Artifacts are beyond the power of *wishes*. The caster may usually produce any item up to + 5 enchantment. The item will remain for only 1-6 turns.

A *wish* can be used to temporarily change any one ability score to a minimum of 3 or maximum of 18. This effect lasts for only six turns.

Wishes can also be used to permanently increase ability scores, but the cost is very high. You must use as many wishes as the number of the ability score desired. All the wishes must be cast within a one-week period. You may raise an ability score only one point at a time. To raise your Strength from 15 to 16 takes 16 wishes. To then raise it to 17 will take an additional 17 wishes. Wishes cannot be used to permanently lower ability scores.

A *wish* cannot raise the maximum level for humans; 36th is absolute, enforced by Immortals. However, one *wish* can allow a demi-human to gain one additional Hit Die (for a new maximum of 9 for halflings, 11 for elves, and 13 for dwarves). This affects only hit points, and does not change any other scores (such as Hit rolls, elves' number of spells, etc.).

A *wish* can change a demi-human to a human, or the reverse. Such a change is permanent, and the recipient does not become magical. Halflings and dwarves become fighters of the same level. Elves become magic-users or fighters (but not both), at the choice of the wisher. Levels of experience can then be gained normally as the human class. A human changes to the same level demi-human, but no higher than the normal racial maximum. If the *wish* is made by another, the victim may make a Saving Throw vs. Spells with a + 5 bonus to avoid the change. Once a character's race is changed, two *wishes* are needed to reverse the effect, and further changes each require double the previous number of *wishes* used (4, 8, 16, etc.).

A *wish* can be used to duplicate any magic-user spell effect of 8th level or less, or any cleric spell effect of 6th level or less. This common use of a *wish* is not subject to the same close scrutiny by the DM, and is likely to succeed with less chance of error than other types.

A *wish* can sometimes be used to change the results of a past occurrence. This is normally limited to events of the previous day. A lost battle may be won, or the losses may be made far less severe, but impossible odds cannot be overcome completely. A death in melee could be changed to a near-death survival; a permanent loss could be made temporary. The DM may advise players when *wishes* are near to exceeding the limit of the power.

Important Note: Whenever an effect is described as being unchangeable "even with a *wish*," that statement supercedes all others here. However, multiple *wishes* may succeed (DM's choice) where one *wish* would not.

Thief

THIEF EXPERIENCE TABLE

Level	XP
26	2,200,000
27	2,320,000
28	2,440,000
29	2,560,000
30	2,680,000
31	2,800,000
32	2,920,000
33	3,040,000
34	3,160,000
35	3,280,000
36	3,400,000

Hit points: +2 per level, with no Constitution effect.

THIEF SAVING THROW TABLE

Level:	25-28	29-32	33-36
Death Ray or Poison	3	2	2
Magic Wands	4	3	2
Paralysis or Turn to Stone	3	2	2
Dragon Breath	4	3	2
Rod, Staff, or Spell	4	3	2

THIEF SPECIAL ABILITIES TABLE

Level	Open Locks	Find Traps	Remove Traps	Climb Walls	Move Silently	Hide in Shadows	Pick* Pockets	Hear Noise
1	15	10	10	87	20	10	20	30
2	20	15	15	88	25	15	25	35
3	25	20	20	89	30	20	30	40
4	30	25	25	90	35	24	35	45
5	35	30	30	91	40	28	40	50
6	40	35	34	92	44	32	45	54
7	45	40	38	93	48	35	50	58
8	50	45	42	94	52	38	55	62
9	54	50	46	95	55	41	60	66
10	58	54	50	96	58	44	65	70
11	62	58	54	97	61	47	70	74
12	66	62	58	98	64	50	75	78
13	69	66	61	99	66	53	80	81
14	72	70	64	100	68	56	85	84
15	75	73	67	101	70	58	90	87
16	78	76	70	102	72	60	95	90
17	81	80	73	103	74	62	100	92
18	84	83	76	104	76	64	105	94
19	86	86	79	105	78	66	110	96
20	88	89	82	106	80	68	115	98
21	90	92	85	107	82	70	120	100
22	92	94	88	108	84	72	125	102
23	94	96	91	109	86	74	130	104
24	96	98	94	110	88	76	135	106
25	98	99	97	111	89	78	140	108
26	100	100	100	112	90	80	145	110
27	102	101	103	113	91	82	150	112
28	104	102	106	114	92	84	155	114
29	106	103	109	115	93	86	160	116
30	108	104	112	116	94	88	165	118
31	110	105	115	117	95	90	170	120
32	112	106	118	118	96	92	175	122
33	114	107	121	118	97	94	180	124
34	116	108	124	119	98	96	185	126
35	118	109	127	119	99	98	190	128
36	120	110	130	120	100	100	195	130
Lvl	OL	FT	RT	CW	MS	HS	PP*	HN

* Pick Pockets: subtract 5% per level or HD of victim. Example: a 32nd-level thief tries to pickpocket a 26th-level magic-user. The chance is 175 (normal) minus 130 (5 times 26), or 45%. The thief is caught if the DM rolls 91 or higher (or greater than twice the chance of success).

Percentages of 100 or more: A stuck or exceptionally difficult lock, carefully hidden trap, slippery wall, or very faint noise may cause a penalty to be applied to the normal chances (-5%, -10%, -20%, etc.). If, after applying such penalties, the chance of success remains 100% or greater, adjust it to 99%, allowing a 1% minimum chance of failure in all cases. However, do not modify Move Silently or Hide in Shadows chances unless the thief's specific actions warrant it (trying to move silently but quickly, hiding when very near to torchlight, etc.).

Character Classes — Demi Human

Dwarf

DWARF EXPERIENCE TABLE

Level	XP
1	0
2	2,200
3	4,400
4	8,800
5	17,000
6	35,000
7	70,000
8	140,000
9	270,000
10	400,000
11	530,000
12 *	660,000

* At 660,000 XP, fighter combat options can be used. (See the *Companion Set,* Players Book, page 18 for details.) For the Multiple Attack option, two attacks are possible at 660,000 XP, and three attacks at 2,200,000 XP.

Hit points: 1d8 per level through 9th level, modified by Constitution if applicable. Thereafter, add 3 hp per level, with no Constitution effect.

DWARF SAVING THROW TABLE

Level:	1-3	4-6	7-9	10-12
Death Ray or Poison	8	6	4	2
Magic Wands	9	7	5	3
Paralysis or Turn to Stone	10	8	6	4
Dragon Breath	13	10	7	4
Rod, Staff, or Spell**	12	9	6	3

** At 1,400,000 XP, dwarves take half damage from spells, or one-quarter damage if the saving throw is successful.

Elf

ELF EXPERIENCE TABLE

		Spells				
Level	XP	1	2	3	4	5
1	0	1	-	-	-	-
2	4,000	2	-	-	-	-
3	8,000	2	1	-	-	-
4	16,000	2	2	-	-	-
5	32,000	2	2	1	-	-
6	64,000	3	2	2	-	-
7	120,000	3	3	2	1	-
8	250,000	4	3	2	2	-
9	400,000	4	4	3	2	-
10 *	600,000	5	4	3	2	1

* At 850,000 XP, fighter combat options can be used. (See the *Companion Set,* Players Book, page 18, for details.) For the Multiple Attack option, two attacks are possible at 850,000 XP, and three attacks at 2,600,000 XP.

Hit points: 1d6 per level through 9th level, modified by Constitution if applicable. Add 1 hp at 10th level, with no Constitution effect.

ELF SAVING THROW TABLE

Level:	1-3	4-6	7-9	10
Death Ray or Poison	12	8	4	2
Magic Wands	13	10	7	4
Paralysis or Turn to Stone	13	10	7	4
Dragon Breath	15	11	7	3
Rod, Staff, or Spell	15	11	7	3

** At 1,600,000 XP, elves take half damage from breath weapons, or one-quarter damage if the saving throw is successful.

Halfling

HALFLING EXPERIENCE TABLE

Level	XP
1	0
2	2,000
3	4,000
4	8,000
5	16,000
6	32,000
7	64,000
8 *	128,000

*At 900,000 XP, fighter combat options can be used. (See the *Companion Set,* Players Book, page 18, for details.) For the Multiple Attack option, two attacks are possible at 900,000 XP, and three attacks at 3,000,000 XP.

Hit points: 1d6 per level throughout, modified by Constitution if applicable.

HALFLING SAVING THROW TABLE

Level:	1-3	4-6	7-8
Death Ray or Poison	8	5	2
Magic Wands	9	6	3
Paralysis or Turn to Stone	10	7	4
Dragon Breath**	13	9	5
Rod, Staff, or Spell***	12	8	4

** At 2,100,000 XP, halflings take half damage from breath weapons, or one-quarter damage if the saving throw is successful.

*** At 300,000 XP, halflings take half damage from spells, or one-quarter damage if the saving throw is successful.

DEMI-HUMAN ATTACK RANKS

	RANKS												
	A	B	C	D	E	F	G	H	I	J	K	L	M
DWARF			660,000*	800,000	1,000,000	1,200,000	1,400,000	1,600,000	1,800,000	2,000,000	2,200,000	2,400,000	2,600,000
ELF			600,000*	850,000	1,100,000	1,350,000	1,600,000	1,850,000	2,100,000	2,350,000	2,600,000	2,850,000	3,100,000
HALFLING	128,000*	300,000	600,000	900,000	1,200,000	1,500,000	1,800,000	2,100,000	2,400,000	2,700,000	3,000,000		

* XP when maximum level is reached

Easley

HIT ROLL CHARTS (All Characters)

(See DM's book, page 11, for detailed explanation)

Class & Level				Armor Class Hit																			
M-U	C/T**	Ftr	DH***	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Normal Man				2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1-5	1-4	1-3		2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
6-10	5-8	4-6		2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
11-15	9-12	7-9	A	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15
			B	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14
16-20	13-16	10-12	C	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13
			D	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12
21-25	17-20	13-15	E	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11
			F	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10
26-30	21-24	16-18	G	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8	9
			H	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8
31-35	25-28	19-21	I	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7
			J	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6
36	29-32	22-24	K	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5
			L	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4
	33-35	25-27	M	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3
	36	28-30		*10	*10	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2
		31-33		*12	*11	*10	*10	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2
		34-36		*14	*13	*12	*11	*10	*10	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1

M-U	C/T**	Ftr	DH***	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
Normal Man				20	20	20	20	21	22	23	24	25	26	27	28	29	30	30	30	30	30	31	32
1-5	1-4	1-3		20	20	20	20	20	21	22	23	24	25	26	27	28	29	30	30	30	30	30	31
6-10	5-8	4-6		18	19	20	20	20	20	20	21	22	23	24	25	26	27	28	29	30	30	30	30
11-15	9-12	7-9	A	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26	27	28	29	30	30
			B	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26	27	28	29	30
16-20	13-16	10-12	C	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26	27	28	29
			D	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26	27	28
21-25	17-20	13-15	E	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26	27
			F	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26
26-30	21-24	16-18	G	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25
			H	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24
31-35	25-28	19-21	I	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23
			J	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22
36	29-32	22-24	K	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21
			L	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
	33-35	25-27	M	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
	36	28-30		2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20
		31-33		2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
		34-36		2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17

* Misses only on a natural 1. Add points (number given) to the total damage.

** Both clerics and thieves

*** Demi-human attack ranks (see separate chart)

NOTES: 1. Although 20 is the maximum unadjusted roll, bonuses may result in a total of 21 or more.

2. Armor classes worse than 9 are possible due to Dexterity and magical penalties.

At the Master level of play, your campaigns become more complicated and are played for higher stakes. If you began as a fighter, you now are a ruler, with a dominion or kingdom in your charge. You are better armed and better protected, with skill in a larger variety of weapons than when you first learned your profession. Someday, you may have need of protecting your castle from besieging invaders. Or perhaps you will find yourself outside a neighboring castle's walls, determined to get in.

Read on and learn the wealth of new armor and weapons at your disposal. Discover how you may study weapon mastery to increase your combat effectiveness. Become acquainted with the variety of siege engines you can use to storm an enemy's fortification...or that may be used against yours.

Personal Armor & Weapons

Suit Armor

Suit armor encloses the wearer completely in a sheath of steel, with chain-link joints to permit movement. It is often called plate armor (different from plate mail), gothic armor, or jousting armor.

Advantages

Suit armor alone is AC 0. It may be used with a shield for AC -1. It reduces the damage inflicted by most area effects (fire, cold, gas, acid) including breath weapons. The base damage is reduced by 1 per die of damage, and the wearer gains a +2 bonus to the applicable saving throw. The minimum base damage is always at least 1 point per die. For example, the damage from the breath of a small red dragon (HD 10, hp 57) is reduced by 1 per die of damage (-10) to 47; the fighter in suit armor may make the usual saving throw, but with a +2 bonus, to take half damage (24 points).

Magical suit armor can reduce such damage still further, by 1 per die of damage for each two plusses of enchantment (rounded down).

If a fighter in suit armor is mounted and has assistance from others, the disadvantages of encumbrance, slow movement, and surprise (see below) can be minimized.

Disadvantages

Suit armor is bulky and expensive. Its encumbrance is 750 cn. It must be specially made for one wearer, tailored exactly to fit; the cost is 250 gp. Magical forms are proportionately more valuable, averaging 50% greater value than plate mail of identical enchantment.

Suit armor is awkward in some situations, especially getting up from a prone position and mounting a steed. If attempted alone, the chance of success is 1 in 6. In medieval times, the latter problem was solved by the use of a strap tied around the wearer, who was then hoisted into the air and lowered onto the mount. In the D&D® game, assume automatic success in getting up if any help is available.

Suit armor is noisy and slow. Its common creaks and clanks can be heard up to 120 feet away and negate chances for surprise. The wearer's movement rate is 30 feet per turn. An unarmored fighter needs three full turns to dress in suit armor.

Suit armor gives no additional protection against gaze attacks (such as a medusa's) or electricity (such as a blue dragon's lightning breath).

The wearer has a -5 penalty when using any missile device other than a crossbow. If alone, the wearer suffers a -1 penalty to be surprised.

HORSE ARMOR (BARDING)

Type	AC	Cost	Encumbrance
Joust	0	700 gp	5,000 cn
Field	2	600 gp	4,000 cn
Plate	3	500 gp	3,000 cn
Banded	4	400 gp	1,500 cn
Chain	5	150 gp	600 cn
Scale	6	75 gp	400 cn
Leather	7	40 gp	250 cn

* A horse may still charge, at reduced speed, even when encumbered.

Weapon Mastery

In the current combat system, each character automatically knows how to use all types of available weapons, within the restrictions of his or her class. The following weapon mastery system gives player characters the option to study one weapon intensively or a few weapons in depth, giving an advantage over others who have not studied these weapons.

The optional weapon mastery system may be applied easily to all characters who start at 1st level.

Skills and Limits

If weapon mastery is added to your game, the following rules *must* be used. For guidelines on adding the system to an ongoing campaign, see Retroactive Application.

Limited Weaponry: When a human character is started, the player is limited to selecting only two weapons for that character's use. Knowledge of one additional weapon can be attempted when each of the following levels is reached: 3, 6, 9, 11, 15, 23, 30, 36. One additional weapon may be added for each 200,000 XP gained after 36th level is reached. To add a new weapon, the character must be trained in its use; see Details of Training below.

Because of their longer lifespans and wilderness-oriented lifestyles, demi-humans start with Basic skill in all weapons not forbidden to them. Demi-humans may train to reach higher levels of weapon mastery by the same methods given for humans. Training is possible only at levels 4 and 8 (and, for dwarves, level 12) and each 200,000 XP after.

Weapon Mastery: A character may decide to train to become more skilled with one weapon currently used instead of learning a new weapon. The amount of skill is called the level of mastery.

A starting character can have only Basic knowledge of the starting weapon(s). The levels of mastery are: Basic, Skilled, Expert, Master, and Grand Master.

Use of Weapons not Studied: A character who is not trained in a weapon is Unskilled. If the character attempts to use a weapon he or she has not studied, the attack is figured at Basic skill level but does only half damage. Missile weapons also receive a -1 penalty to their hit rolls.

Weapon-Using Monsters

A monster may gain extra skill with a weapon only if it normally uses weapons to attack. It must find a trainer willing to teach it, and its maximum possible skill is determined by its Intelligence, as given in the Limits for Weapon-Using Monsters Table. (DM: See the Procedure section in Book Two for monster Intelligence scores.) Only humans and demi-humans can become Grand Masters.

Fighter Option

The DM may allow fighters to start with three or four weapons instead of two. As a further option, a fighter may be allowed to also add a weapon at levels 19, 27, and 33.

Magic-User Option

The following option may be be used with or without weapon mastery. The DM may, if desired, widen the number of weapons permitted to magic-users to include the following: blowgun, net, whip, and staff. However, many campaigns function perfectly well with magic-users restricted to dagger only.

Retroactive Application

These changes can be added to an ongoing campaign by carefully examining each character. Characters often have a few favorite weapons. Assume that knowledge of these weapons remains, but that knowledge of the proper use of other weapons has faded through lack of use. Review the limits on number of weapons permitted; most players will not be inconvenienced by them.

If problems do arise, the DM should try to find an acceptable solution. Refer to Reality Shift (in the Procedures section, Book Two) for additional suggestions.

If the DM desires, he may allow existing high-level characters to possess mastery greater than Basic level. An upper limit of Expert mastery is strongly suggested as a start.

To make changes of this type, calculate the number of weapon skills permitted to the existing character, and allow the player to divide the number as desired.

Details of Training

If the DM requires characters to train to gain levels of experience, character class training and weapon training cannot be combined. They must take place at separate locations, with weapon training requiring additional time.

To gain additional knowledge of the use of a weapon, a character must be trained by someone (found during adventures or through advertising) with equal or greater knowledge of that specific weapon.

After finding a trainer who will provide the necessary instruction, the student must pay all of the required costs before training begins. The costs and time required for weapon training vary by the level of mastery sought, as given in the Training Time and Costs Table.

A chance of success and failure applies to each training period. Failure may occur because the trainer has insufficient knowledge or lacks ability to train others, or because the student cannot fully absorb the new information. The chance of success varies by the mastery levels of the trainer and the student, as given in the Chance of Training Success Table.

The chance of success is checked halfway through the training period, and the student is immediately informed of the results. The student may then either continue or stop the training. If the training will fail but is continued for its full period, the student may thereafter study again with a different trainer, and the chance of success is increased by 10%. If the student chooses to quit the training midway, no benefits are gained, but half the cost of training is normally refunded. (Chaotic trainers, however, might not offer refunds.)

TRAINING TIMES AND COSTS

Knowledge sought	Time Required	Cost per week
Basic (new weapon)	1 week	100 gp
Becoming Skilled	2 weeks	250 gp
Becoming Expert	4 weeks	500 gp
Becoming a Master	8 weeks	750 gp
Becoming a Grand Master	12 weeks	1000 gp

CHANCE OF TRAINING SUCCESS

Student's Knowledge	—Trainer's Knowledge— Basic	Skilled	Expert	Master	Grand Master
None	60	80	95	99	99
Basic	01	50	70	90	95
Skilled	—	01	40	60	80
Expert	—	—	01	30	50
Master	—	—	—	01	20

LIMITS FOR WEAPON-USING MONSTERS

Intelligence	Maximum weapon skill
Up to 11	Basic only
12-15	Skilled
16-17	Expert
18 +	Master

Benefits of Training

All bonuses and special uses for every weapon in the game system are given in the Weapon Mastery Table. Each weapon, when compared to others of similar use, has some features that are better and some which are worse. A weapon might be selected because of its better damage against weapon-using opponents, or for its special uses (such as parrying blows, or tripping an opponent). The DM may modify the benefits if desired. Any new weapons added to the game system should be assigned balanced benefits and weaknesses.

Applying Benefits

Weapon mastery benefits are applied before other modifiers. This can be important; fighters and demi-humans might thereby gain enough bonuses to bring the Hit roll needed to 2 or less, activating the Multiple Attacks option (see D&D® *Companion Set*, Players Book, page 18). The greater damage available from extra weapon skill can be a crucial factor when doubled by a thief's Backstab ability.

Some benefits can occur only if the player announces that they are being used (such as deflecting, disarming, or other actions). The player must always tell the DM before he or she uses one of these options. It is too late to mention it after a blow has been struck.

Armor Class bonuses gained through weapon mastery should be applied automatically in all applicable situations. However, the DM may wish to be reminded.

Attack Benefits

Many damage ranges and Hit roll bonuses vary by the type of opponent. Opponents who attack with two-handed missile fire devices have similar defenses to those who attack with natural body weaponry (claws, teeth, etc.). This type of opponent is designated "M" (**M**issile/**M**onster). Opponents using weapons held in the hand and swung or thrown (including sling and bola, but excluding all other missile fire devices) must defend very differently. These opponents are designated "H" (**H**and-held).

If an opponent could fit into both categories (such as a wererat carrying a sword, who could alternate bite and weapon attacks), the category most favorable to that opponent (not the attacking character) always applies. However, if this type of opponent drops the weapon held, it immediately becomes category M for all calculations.

Every weapon is better when attacking one or the other of these defense categories. Each weapon's listing shows a primary opponent (the category of defense for which the weapon is more effective) and a secondary opponent (the other category, for which it is less effective).

Hit Roll Bonuses

—Apply any Strength bonus or penalty to all hand-held and hand-hurled attacks.

—Apply any Dexterity bonus or penalty to all hand-hurled and device-hurled missile attacks.

The only weapon unaffected by ability score modifications is the lance, the use of which is completely dependent on a mount.

When training is successfully completed, note the new applicable Hit roll bonus (see table) as well as the other specific benefits given in the detailed weapon descriptions.

HIT ROLL BONUS TABLE

Unskilled	No Bonus
Basic	No Bonus
Skilled	+ 2
Expert	+ 4
Master	+ 6 vs. Primary + 4 vs. Secondary
Grand Master	+ 8 vs. Primary + 6 vs. Secondary

Ranged Attacks: Remember that the ranges for hand-hurled and device-hurled missiles are used as feet in indoor settings, and as yards in outdoor combat.

Defense Benefits

Most weapons may be used in both attack and defense maneuvers. In defense, these maneuvers give a bonus to the Armor Class of the defender.

The AC bonus applies only to a given number of attacks per round. The use of AC bonuses does not count as an action; the character may still move and attack at normal rates.

The basic defense maneuvers described in the D&D® *Basic Set* may still be used by all characters. These are briefly summarized here:

Fighting Withdrawal: Backing up at half speed, for no AC penalty.

Retreat: Backing away at more than half speed by forfeiting shield protection and giving the opponent a + 2 Hit roll bonus.

Despair Effect

The attack and defense bonuses for special training can cause despair and fear in some opponents. The number of creatures which can be affected by a special Morale check varies by the mastery of the weapon user, as follows:

Skilled	up to 4 Hit Dice or levels
Expert	up to 8 Hit Dice or levels
Master	up to 12 Hit Dice or levels
Grand Master	up to 16 Hit Dice or levels

Opponents must be above animal intelligence to be affected.

The following situations can force a special Morale check:

—If the weapon user inflicts maximum possible damage.

—If the weapon user avoids all damage in a round due to deflecting the blows.

—If the weapon user disarms two or more opponents in the same round.

The DM may add other special situations if desired.

If a special Morale check is required, the DM applies the standard rules (see the D&D® *Basic Set* for details). If the check is failed, the victim tries to flee or surrender at the next opportunity. A victim who is a player character must make a Saving Throw vs. Death Ray or flee in fear for 1-6 rounds. Character levels should be used instead of Hit Dice to determine the maximum level of PC victim affected.

Detailed Weapon Notes

When choosing a character's weapons, keep the character in mind; select those which the character (not necessarily the player!) would find most useful. Be aware of standard weapon restrictions. Halflings must normally find small-sized versions of weapons, and only the DM can rule on their availability.

Weapons which do a wide range of damage are present in each category. Low damage is usually offset by special benefits. When you find a suitable weapon, review others within the category that offer comparable damage or special effects, and consider the weapon's potential (available with further training) as well. Be sure of your final selections; they cannot be changed.

Special Reminders:

1. The bonus or special effect applies only when using the weapon of mastery, not to other similar weapons.
2. The bonuses given are not cumulative. Apply only the information given for the level of mastery, ignoring bonuses for earlier levels of mastery.

Weapon Descriptions

Blackjack: This is a small leather sack filled with sand or metal shot. It inflicts only minor damage, but there is a chance some foes may be knocked out by it. Foes bigger than an attacker cannot be knocked out. If the attacker strikes the head or neck of his foe, the victim must make a Saving Throw vs. Death Ray or suffer the additional effects explained under Special Effects.

Bola: A length of cord with throwing weights on both ends, this weapon is used to entangle foes. If struck by a bola, the victim must make a Saving Throw vs. Death Ray or suffer the additional effects explained under Special Effects. If the target of a bola attack gains an Armor Class bonus for cover, the bonus also applies to the victim's saving throws against the bola's effects, making it easier to avoid them.

Bolas are awkward to carry and may become tangled. For each additional bola carried, the encumbrance of the bolas triples: first bola = 5 cn, second bola = 15 cn, third bola = 45 cn, etc.

Club (Torch): A torch is a flaming club, so mastery with a club is also mastery with a torch. However, anyone Unskilled with a torch does not halve damage, but always inflicts 1-4 points.

Hammer, Throwing: This is a short-hafted, broad-headed hammer, capable of crushing blows and able to be thrown.

Lance: A lance may be used only from the back of a mount. This weapon inflicts double damage if it hits after a charge of at least 20 yards. A shield cannot be used with a lance at Basic mastery level. The optional Multiple Attack can be used, but only if each attack is against a different foe.

A lance may be used to gain a defense bonus, but each round a lance is used to defend, it causes only half damage. A lance used from the back of a flying mount is attached to the saddle and may not defend.

Missile Fire Devices: Missile fire weapons cannot be used to attack in melee (hand-to-hand combat) or against targets closer than 5 feet. Missile weapons automatically miss targets closer than 5 feet unless the target cannot move. These weapons also automatically miss all targets beyond long range. Any distance that is less than or equal to a range number but greater than a previous number is considered within that range.

The attacker's Hit rolls may be modified by Dexterity bonuses and penalties and magical bonuses. The range of the target also modifies the Hit roll:

All targets at short range	=	+ 1
All targets at medium range	=	0
All targets at long range	=	-1

Cover is anything that obscures a target. Cover that hides a target but can be penetrated, such as brush, drapes, or fog, is called *soft cover.* Solid cover that protects any part of the target's body is called *hard cover.* If the target has cover, the following penalties modify the Hit roll:

Target has:	Soft Cover	Hard Cover
1/4 cover	- 1	- 2
1/2 cover	- 2	- 4
3/4 cover	- 3	- 6
Full cover	- 4	Can't Hit

Blowgun: This hollow tube can vary from 6 inches to 4 feet in length. The user blows a small envenomed thorn at his target through the tube. The thorn is usually coated with a deadly poison, though the DM may choose to use a drug that causes other effects (paralyzation, sleep, delirium). The victim must make a Saving Throw vs. Posion or suffer the additional effects noted in Special Effects.

Crossbow, Heavy: This weapon is large and heavy. If the user does not have a Strength of 18, this weapon can be fired only once every 2 rounds.

Crossbow, Light: This weapon requires two hands to load, but only one to fire.

Net: A net inflicts no damage. It is used to trap and capture an enemy. A victim must make a Saving Throw vs. Death Ray or suffer the additional effects noted in Special Effects. Nets come in a variety of sizes; if the target is too large for the net, he will gain bonuses to his saving throw to avoid the effects. Using the chart below, determine how many sizes the victim is larger than the net. For each size greater, the victim gains a +4 bonus. A roll of 1 is always a failure, unless the bonus is +20 or greater.

Victim's size		Net Size*
Very small	(up to 1′)	2′ × 2′
Small	(up to 3′)	4′ × 4′
Medium	(up to 6′)	6′ × 6′
Large	(up to 10′)	9′ × 9′
Very Large	(up to 15′)	12′ × 12′
Huge	(up to 20′)	16′ × 16′
Mammoth	(up to 30′)	25′ × 25′

* Or equivalent in square feet.

Nets 4′ × 4′ or smaller may be used one handed. Larger nets require two hands.

Pole Arms: Pole arms consist of various weapon blades mounted on long poles. Pole arms may be used only by fighters, dwarves and elves. Because of their length, pole arms may attack a foe from behind another character who is battling the same enemy.

A pole arm may be used with the optional fighter combat rules from the D&D® *Companion Set.* However, the optional disarm rule may only be used where noted with the weapon type.

The pole arm user's Hit rolls suffer penalties of -3 for each of the following cases:

—The user is a dwarf.
—Attacking from behind a larger ally.
—Ally in front is using a battle axe, bola, sling, sword, or whip.
—Ally in front is using a two-handed weapon.

Those trained in the use of these two-handed weapons can deflect some attacks with swift circular maneuvers.

Pole arms are generally grouped into three categories: thrusters, choppers, and combination weapons. Although each category is represented here by one weapon, there were many variations of pole arms.

Pole arm heads show slight variations adding special abilities. Hooks are added to catch a foe and pull him down. Curved blades can block attacks and disarm an enemy. The special effects of each weapon are assigned separately.

The types of pole arms available are:

Halbard: This weapon is both a thrusting and a chopping weapon. It has a broad axe head with a spike on the top and a hook on the back.

Pike: This thrusting weapon has a short, sharp spearhead on the end of a very long pole (12-18 feet).

Pole Axe: This chopping weapon has a small axe head attached to a pole of varying length (5-15 feet).

Other pole arms that might be used:

Bardiche: This weapon has a heavy axe blade with a long spike projecting forward. Use halbard statistics, but this weapon has the deflect abilities of the pike. The bardiche may be set vs. a charge.

Bill: A lightweight weapon, the bill has a long, narrow, single-edged blade (like a scythe). Use pole axe statistics and deflect scores. In addition, the bill has the hook ability of a halbard.

Gisarme: This weapon resembles a bill with a thin spike on the back of the blade, curving forward. Use pike statistics and deflect scores. The gisarme also has the hook ability.

Glaive: This weapon has a broad, knife-like blade. Use pole axe statistics and deflect scores. The glaive causes double damage like a dagger. This weapon may be set vs. a charge.

Lochaber Axe: This weapon has a long, heavy, single-bladed axe with a hook on the back, pointing forward. Use all of the halbard rules, but the lochaber axe may also stun at the highest two masteries.

Partizan: The partizan has a broad spearhead with two hooks at the base, pointing forward. Use all the pike rules, but this weapon may also disarm. This weapon may be set vs. a charge.

Ranseur: This weapon has a short, sharp spike flanked by two short, curved blades at its base. Use halbard statistics and deflect scores. The ranseur may also be used to disarm at Skilled level and above. This weapon may be set vs. a charge.

Spetum: The spetum has a long spike with two sharp curved blades forming a trident shape. Use pike statistics and deflect scores. This weapon may also disarm at Skilled or greater mastery. The spetum may be set vs. a charge.

Spontoon: The spontoon has an elaborate blade, possibly wavy or with flanges. Use spear statistics, but this weapon may not be thrown. Use the deflect scores of a halbard. The spontoon does double damage like a dagger and may be set vs. a charge.

Voulge: The voulge has a large, heavy, broad blade like a cleaver. Use pole axe statistics, but this weapon causes +2 damage. Use the deflect scores for a halbard. The voulge may cause double damage like a dagger.

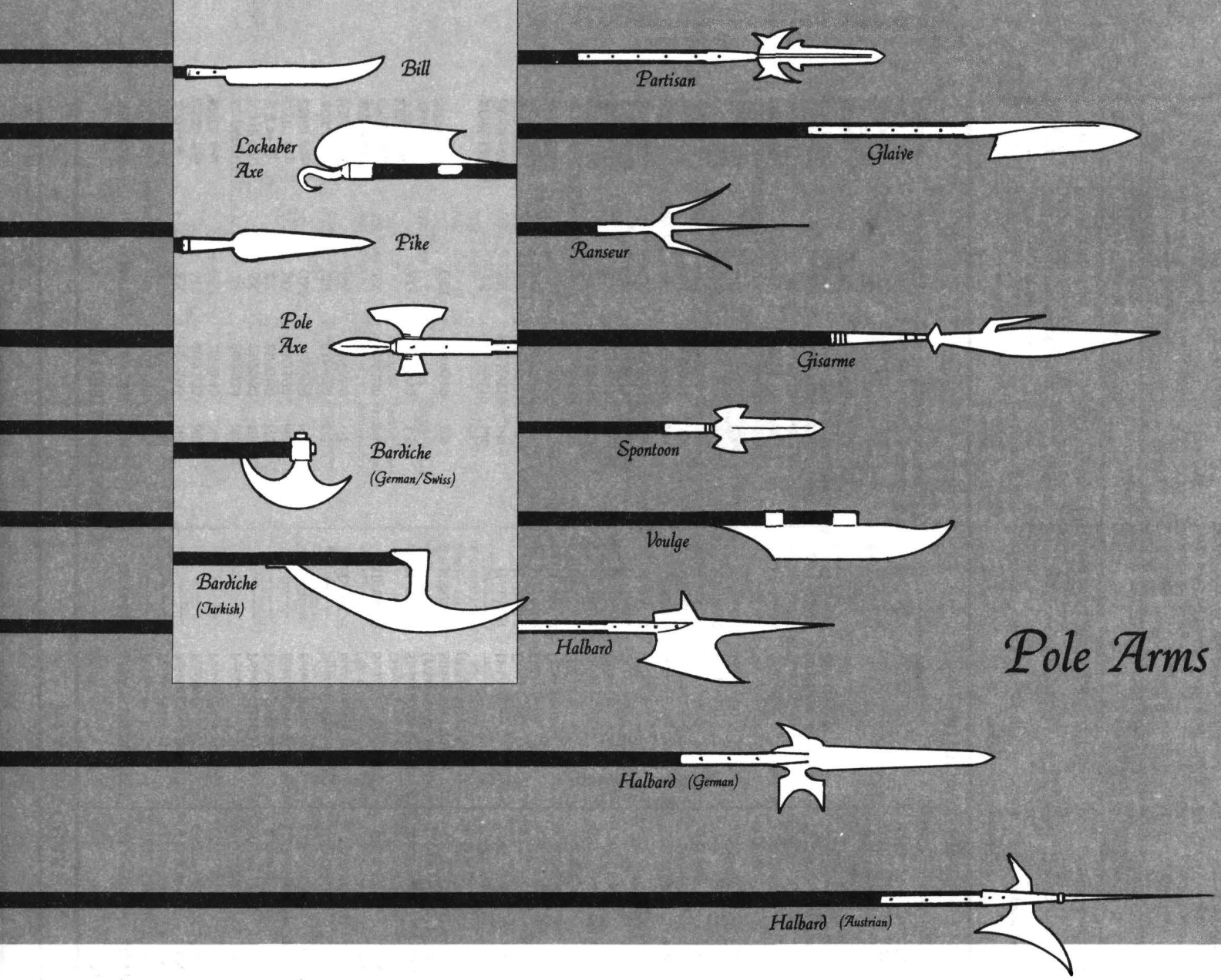
Rarely Thrown Weapons: These weapons are normally used in melee, but at high levels of mastery they may be thrown in desperate situations. To throw these weapons, the attacker must make a normal Hit roll modified by Strength. Since the maneuver is unexpected, the attacker first checks to see if his foe is surprised (a roll of 1 or 2 on 1d6). If the victim is not surprised, he may make a Saving Throw vs. Death Ray to reduce damage to half.

Shield Weapons: These weapons combine a shield with weapon blades. Though awkward and breakable, a shield weapon can provide a second attack when used with a one-handed weapon. Only fighters, thieves, and demi-humans may use these weapons. Monsters rarely use shield weapons.

The larger shield weapons may break during battle. Check for breakage whenever the attacker or defender rolls the exact Hit roll needed. (If a roll of 9 or better is needed to hit, and a 9 is rolled on the die, check for breakage.) Each time a breakage occurs, one of the shield weapon's blades becomes unusable.

The chance that a shield weapon will break is 5 or less on 1d10. Magical shield bonuses add to the die roll, and magical weapon bonuses of the foe subtract from it. Apply a penalty for a foe's attack of -1 per 10 points of maximum damage possible.

Horned Shield: This is a one-foot circular shield that is strapped to the arm rather than held. A single spike projects from its center. This shield is very durable and will not break.



Knife Shield: This is a small buckler equipped with one or two short blades protruding from its sides.

Sword Shield: This medium-sized shield has one or two sword or spear blades projecting from the sides (if round) or ends (if oblong).

Tusked Shield: This large shield has one to four short blades protruding from the sides. It may have a central spike. Due to its size, the tusked shield requires two hands to use and may not be used with another weapon.

Staff: This is a 2-inch thick staff, 4 to 6 feet long. A staff may be used by all classes.

Sword Bastard: This special weapon may be used either one or two handed. If used two handed, the wielder cannot use a shield and always loses initiative.

Thrown Weapons: These weapons may be used in melee or may be thrown at a target. Thrown weapons always add any Strength modifications to the Hit roll and damage caused.

Tossed Items: These items are not normally weapons, but may be thrown at a target. When tossing these items, everyone has Basic mastery level without halving damage. The types of items typically thrown are:

Stone: This is a rock of fist size or smaller. When throwing any object that causes impact damage, treat it as if throwing a stone. Strength modifications apply to Hit rolls and damage.

Oil, Burning: Burning oil causes 1-8 points of damage each round a target is in the fire. Thrown oil will burn for only 2 rounds.

Holy Water: Holy water can damage only undead and evil enchanted creatures.

Two Weapons: The DM may optionally allow a character to attack with two weapons. The second attack should be treated as if at one mastery level lower than that possessed and at a -4 penalty to hit. If the character is Unskilled with a weapon, it may not be used for a second attack.

Whip: A whip may be used to either entangle or cause damage. How it is to be used must always be declared before making an attack. If the attacker attempts to entangle, the victim must make a Saving Throw vs. Death Ray or suffer the additional effects noted in Special Effects.

Weapon Mastery Tables

How to Use the Weapon Mastery Tables

The Weapon Mastery Tables have been divided into four categories, based on the way weapons are used. Further explanations of the special qualities of weapon are provided in the Weapon Descriptions.

WEAPONS CHART

MISSILE WEAPONS

WEAPON	MSTR	RANGES	DMG	DEFENSE	SPECIAL EFFECTS §
BLOWGUN (up to 2′)	BS	10/20/30	Nil	———	Poison
(C) [P = A]	SK	15/20/30	Nil	———	Poison (Save-1)
✋ ✪ ➳ ◉	EX	15/25/35	Nil	———	Poison (Save-2)
CST: 3gp	MS	20/25/35	Nil	———	Poison (Save-3)
ENC: 6cn	GM	25/30/40	Nil	———	Poison (Save-4)
BLOWGUN (2′ +)*	BS	20/25/30	Nil	———	Poison
(C) [P = A]	SK	20/25/30	Nil	———	Poison (Save-1)
✋ ✋ ➳ ○	EX	25/30/40	Nil	———	Poison (Save-2)
CST: 6gp	MS	30/35/40	Nil	———	Poison (Save-3)
ENC: 15cn	GM	30/40/50	Nil	———	Poison (Save-4)
BOLA*	BS	20/40/60	1-2	———	Strangle (20) + §
(C) [P = H]	SK	25/40/60	1-3	H:-1AC/1	Strangle (20) + § (Save-1)
✋ ✪ ✱ ○	EX	30/50/70	2-4	H:-2AC/2	Strangle (19-20) + § (Save-2)
CST: 5gp ENC: 5cn	MS	35/50/70	3-5	H:-3AC/3	Strangle (18-20) + § (P:Save-3) (S:Save-2)
	GM	40/60/80	4-6	H:-4AC/3	Strangle (17-20) + § (P:Save-4) (S:Save-2)
BOW, LONG	BS	70/140/210	1d6	———	———
(B) [P = M]	SK	90/150/220	1d8 + 1	H:-1AC/1	Delay (s/m)
✋ ✋ ➳ ⬤	EX	110/170/230	1d10 + 2	H:-2AC/1	Delay (s/m)
CST: 40gp	MS	130/180/240	P:3d6 S:d10 + 4	H:-2AC/2	Delay (s/m)
ENC: 30cn	GM	150/200/250	P:4d4 + 2 S:d10 + 6	H:-2AC/2	Delay (s/m)
BOW, SHORT	BS	50/100/150	1d6	———	———
(B) [P = M]	SK	60/110/160	d6 + 2	H:-1AC/1	Delay (s)
✋ ✋ ➳ ○	EX	80/130/170	d6 + 4	H:-1AC/2	Delay (s)
CST: 25gp	MS	90/130/180	P:d8 + 6 S:d4 + 6	H:-2AC/2	Delay (s)
ENC: 20cn	GM	110/140/190	P:d10 + 8 S:d6 + 7	H:-2AC/2	Delay (s)
CROSSBOW, HEAVY*	BS	80/160/240	2d4	———	———
(C) [P = H]	SK	90/160/240	2d6	M:-1AC/1	Stun (s/m)
✋ ✋ ➳ ⬤	EX	100/170/240	2d6 + 2	M:-2AC/2	Stun (s/m)
CST: 50gp	MS	110/170/240	P:3d6 + 2 S:d12 + 4	M:-3AC/2	Stun (s/m)
ENC: 80cn	GM	120/180/240	P:4d4 + 4 S:d10 + 6	M:-3AC/3	Stun (s/m)
CROSSBOW, LIGHT*	BS	60/120/180	1d6	———	———
(B) [P = H]	SK	60/120/180	d6 + 2	M:-1AC/1	Stun (s)
✋ ✋ ➳ ○	EX	75/130/180	d6 + 4	M:-2AC/2	Stun (s)
CST: 30gp	MS	75/130/180	P:d8 + 6 S:d4 + 6	M:-2AC/3	Stun (s)
ENC: 50cn	GM	90/140/180	P:d6 + 7 S:2d4 + 5	M:-3AC/3	Stun (s)
SLING	BS	40/80/160	1d4	———	———
(B) [P = H]	SK	40/80/160	1d6	H:-1AC/2	Stun (s/m)
✋ ✪ ➳ ◉	EX	60/110/170	2d4	H:-2AC/3	Stun (s/m)
CST: 2gp	MS	60/110/170	P:3d4 S:d8 + 2	H:-3AC/3	Stun (s/m)
ENC: 20cn	GM	80/130/180	P:4d4 S:d10 + 2	H:-4AC/4	Stun (s/m)

HAND-HELD WEAPONS EASILY THROWN

WEAPON	MSTR	RANGES	DMG	DEFENSE	SPECIAL EFFECTS §
AXE, HAND	BS	10/20/30	1d6	———	———
(B) [P = M]	SK	15/25/35	d6 + 2	M:-1AC/1	———
✋ ✪ ✱ ◉	EX	25/35/45	d6 + 3	M:-2AC/2	———
CST: 4gp	MS	30/40/50	P:2d4 + 4 S:d6 + 4✱	M:-3AC/3	———
ENC: 30cn	GM	40/50/60	P:2d4 + 7 S:d6 + 6✱	M:-3AC/3	———
DAGGER	BS	10/20/30	1d4	———	———
(B) [P = H]	SK	15/25/35	1d6	H:-1AC/1	Double Damage (20)
✋ ✪ ✱ ◉	EX	20/30/45	2d4	H:-2AC/2	Double Damage (19-20)
CST: 3gp	MS	25/35/50	P:3d4 S:2d4 + 2✱	H:-2AC/2	Double Damage (18-20)
ENC: 10cn	GM	30/50/60	P:4d4 S:3d4 + 1✱	H:-3AC/3	Double Damage (17-20)
HAMMER, THROWING*	BS	10/20/30	1d4	———	———
(M) [P = M]	SK	10/20/30	d4 + 2	M:-1AC/2	Stun (s/m)
✋ ✪ ✱ ○	EX	20/30/45	d6 + 2	M:-2AC/3	Stun (s/m)
CST: 4gp	MS	20/30/45	P:d6 + 4 S:d4 + 4✱	M:-3AC/4	Stun (s/m)
ENC: 25cn	GM	30/50/60	P:d6 + 6 S:d4 + 6✱	M:-4AC/5	Stun (s/m)
JAVELIN	BS	30/60/90	1d6	———	———
(X) [P = H]	SK	30/60/90	d6 + 2	———	———
✋ ✪ ✱ ○	EX	40/80/120	d6 + 4	———	———
CST: 1gp	MS	40/80/120	P:d6 + 6 S:d4 + 6✱	———	———
ENC: 20cn	GM	50/100/150	P:d6 + 9 S:d4 + 8✱	———	———
NET*	BS	10/20/30	Nil	———	Entangle §
(C) [P = M]	SK	15/25/35	Nil	A:-2AC/1	Entangle §(Save-1)
✋ ✪ ✱ ○	EX	20/30/40	Nil	A:-4AC/2	Entangle §(Save-2)
✋ ✋ ✱ ⬤					
CST: 1sp/ft²	MS	25/35/45	Nil	A:-6AC/3	Entangle§ (P:Save-4) (S:Save-2)
ENC: 1cn/ft²	GM	30/40/50	Nil	A:-8AC/4	Entangle§ (P:Save-6) (S:Save-3)
SPEAR*✓	BS	20/40/60	1d6	———	Set
(B) [P = A]	SK	20/40/60	d6 + 2	———	Set
✋ ✪ ✱ ⬤	EX	40/60/75	2d4 + 2	———	Set + Stun
CST: 3gp	MS	40/60/75	2d4 + 4	———	Set + Stun
ENC: 30cn	GM	60/75/90	2d4 + 6	———	Set + Stun
TOSSED OBJECT	BS	10/30/50	Stone:1-3✱	———	Stun (s)
(B) [P = A]			Oil, Burning:1d8✱	———	Ignite
✋ ✪ ✱ ◉			Holy Water: 1d8✱	———	———
TRIDENT*	BS	10/20/30	1d6	———	———
(C) [P = M]	SK	10/20/30	d8 + 1	———	Skewer (up to 4HD)
✋ ✪ ✱ ○	EX	20/30/45	d8 + 4	———	Skewer (up to 7HD)
CST: 5gp	MS	20/30/45	P:d8 + 6 S:d6 + 6✱	———	Skewer (up to 10HD)
ENC: 25cn	GM	30/45/60	P:d6 + 9 S:d4 + 8✱	———	Skewer (up to 15HD)

Abbreviations

Weapon first introduced in:

- (B) D&D® Basic Rules Set
- (X) D&D® Expert Rules Set
- (C) D&D® Companion Rules Set
- (M) D&D® Master Rules Set
- (P) Primary target type
- (S) Secondary target type
- (H) Creatures attacking with hand-held or thrown weapons
- (M) Creatures attacking with missile-fire or natural weaponry
- (A) All types of targets, no distinctions
- ✋ One-handed weapon
- ✋✋ Two-handed weapon, always lose initiative
- ✪ Shield may be used with weapon
- ➳ Missile fire device
- ✱ Weapon may be thrown
- † Melee weapon; rarely or never thrown
- ✱̶ Weapon may only be used when charging
- ◉ Small weapon
- ○ Medium weapon
- ⬤ Large weapon, usually two-handed
- * Special note, see Weapon Descriptions

- sp Silver piece value
- CST Cost
- ENC Encumbrance
- gp Gold piece value
- cn Coin encumbrance equivalent
- MSTR Mastery
- BS Basic level
- SK Skilled level
- EX Expert level
- MS Master level
- GM Grand Master level
- Nil Insignificant, treat as nothing
- d type of die to be rolled

- —— Not applicable
- SAVE Modifier for this weapon effect only
- -1AC/1 Bonus to the character's Armor Class is used only against the number of attacks/number of rounds noted. In most cases, the AC bonus is limited to one target category.
- HD Hit Dice
- ✓ Weapon may be set vs. a charge
- s/m/l Short/Medium/Long range
- § See Special Effects for details

WEAPONS CHARTS

WEAPONS FOR HAND HELD USE ONLY

WEAPON	MSTR	DMG	DEFENSE	SPECIAL §
BLACKJACK*	BS	1-2	———	Knockout §
(C) [P = H]	SK	2-4	———	Knockout § (Save-1)
✋O†◉	EX	d4 + 1	———	Knockout § (Save-2)
CST: 5gp	MS	P:d4 + 3	———	Knockout § (Save-3)
ENC: 5cn	GM	S:d6 + 1		
		P:d4 + 5	———	Knockout § (Save-4)
		S:d6 + 2		
HALBARD*	BS	1d10	———	Hook & Disarm
(M) [P = H]	SK	d10 + 2	H:-1AC/1	Hook (Save-1)
✋✋†◉				& Disarm
CST: 7gp	EX	d10 + 5	H:-2AC/1	Hook (Save-2) +
ENC: 150cn				Defect(1) & Disarm
	MS	P:d8 + 10	H:-2AC/2	Hook (Save-3) +
		S:d8 + 8		Deflect (1) & Disarm
	GM	P:d6 + 15	H:-3AC/2	Hook (Save-4) +
		S:6 + 12		Deflect (2) & Disarm
LANCE*✓	BS	1d10	———	Charge
(M) [P = M]	SK	d10 + 3	M:-2AC/1	Charge
✋O✱◉	EX	d10 + 7	M:-3AC/1	Charge
CST: 10gp	MS	P:d8 + 12	M:-3AC/2	Charge
ENC: 180cn		S:d8 + 10		
	GM	P:d8 + 16	M:-4AC/2	Charge
		S:d6 + 12		
PIKE*✓	BS	1d10	———	———
(M) [P = H]	SK	d12 + 2	H:-2AC/1	Deflect (1)
✋✋†◉	EX	d12 + 5	H:-2AC/2	Deflect (1)
CST: 3gp	MS	P:d12 + 9	H:-3AC/2	Deflect (2)
ENC: 80cn		S:d10 + 8		
	GM	P:d10 + 14	H:-3AC/3	Deflect (2)
		S:d8 + 10		
POLE AXE*	BS	1d10	———	———
(M) [P = H]	SK	d10 + 3	H:-1AC/1	Deflect (1)
✋✋†◉	EX	d10 + 6	H:-2AC/1	Deflect (1)
CST: 5gp	MS	P:d10 + 10	H:-2AC/2	Deflect (2)
ENC: 120		S:d10 + 8		
	GM	P:d8 + 16	H:-3AC/2	Deflect (2)
		S:d8 + 12		
HORNED SHIELD**	BS	1-2	A:-1AC/1	Second attack
(1 blade)				
(M) [P = A]	SK	2-4	A:-1AC/1	Second attack
✋†◉	EX	d4 + 1	A:-1AC/2	Second attack
CST: 15gp	MS	P:d4 + 3	A:-1AC/4	Second attack
ENC: 20cn		S:d6 + 1		
	GM	P:d4 + 5	A:-1AC/6	Second attack
		S:d6 + 2		

WEAPON	MSTR	DMG	DEFENSE	SPECIAL §
KNIFE				
SHIELD*	BS	d4 + 1	A:-1AC	Second attack + Breaks
(1 - 2 blades)				
(M) [P = A]	SK	d6 + 1	A:-1AC	Second attack + Breaks
✋†◉	EX	2d4 + 1	A:-2AC	Second attack + Breaks
CST: 65gp	MS	P:3d4	A:-2AC	Second attack + Breaks
ENC: 70cn		S:2d4 + 2		
	GM	P:4d4	A:-2AC	Second attack + Breaks
		S:3d4 + 1		
SWORD				
SHIELD*✓	BS	d4 + 2	A:-1AC/2	Second attack + Breaks
(1 - 2 blades)				
(M) [P = A]	SK	d6 + 3	A:-1AC/2	Second attack + Breaks
✋†O	EX	d6 + 4	A:-2AC/3	Second attack + Breaks
CST: 200gp	MS	P:d6 + 7	A:-2AC/3	Second attack + Breaks
ENC: 185cn		S:d4 + 7		
	GM	P:d6 + 9	A:-3AC/4	Second attack + Breaks
		S:d4 + 9		
TUSKED				
SHIELD*	BS	d4 + 1	A:-1AC	Two attacks + Breaks
(1-5 blades)				
(M) [P = A]	SK	d6 + 2	A:-2AC	Two attacks + Breaks
✋✋†◉	EX	2d4 + 2	A:-2AC	Two attacks + Breaks
CST: 200gp	MS	P:2d4 + 4	A:-3AC	Two attacks + Breaks
ENC: 275cn		S:d6 + 5		
	GM	P:2d4 + 6	A:-3AC	Two attacks + Breaks
		S:d8 + 5		
STAFF*	BS	1d6	———	———
(M) [P = A]	SK	d6 + 2	A:-1AC/2	Deflect (1)
✋✋†O	EX	d8 + 2	A:-2AC/2	Deflect (2)
CST: 5gp	MS	P:d8 + 5	A:-3AC/3	Deflect (3)
ENC: 40cn		S:d6 + 4		
	GM	P:d8 + 7	A:-4AC/4	Deflect (4)
		S:d6 + 7		
SWORD, TWO				
HANDED*	BS	1d10	———	———
(B) [P = M]	SK	2d6 + 1	———	Stun + Deflect (1)
✋✋†◉	EX	2d8 + 2	———	Stun + Deflect (2)
CST: 15gp	MS	P:3d6 + 3	———	Stun + Deflect (2)
ENC: 100cn		S:2d8 + 3		
	GM	P:3d6 + 6	———	Stun + Deflect (3)
		S:3d6 + 2		
WHIP*	BS	1-2	———	Entangle §
(C) [P = M]	SK	1d4	M:-2AC/2	Entangle (Save-1) §
✋O†O	EX	d4 + 1	M:-3AC/3	Entangle (Save-1) §
CST: 1gp/ft	MS	P:d4 + 3	M:-4AC/3	Entangle (Save-3) §
ENC: 10cn/ft		S:3-5		
	GM	P:d4 + 5	M:-4AC/4	Entangle (Save-4) §
		S:4-6		

HAND-HELD WEAPONS RARELY THROWN

WEAPON	MSTR	RANGES	DMG	DEFENSE	SPECIAL §
AXE, BATTLE	BS	———	1d8	———	———
(B) [P = M]	SK	———	d8 + 2	M:-2AC/2	Delay
✋✋†O	EX	--/5/10	d8 + 4*	M:-3AC/2	Delay
CST: 7gp	MS	--/5/10	P:d8 + 8	M:-3AC/3	Delay + Stun
ENC: 60cn			S:d8 + 6✱		
	GM	5/10/15	P:d10 + 10	M:-4AC/4	Delay + Stun
			S:d8 + 8✱		
CLUB (TORCH)*	BS	———	1d4	———	———
(B) [P = M]	SK	———	d6 + 1	A:-1AC/2	Deflect (1)
✋O†O	EX	--/15/25	d6 + 3✱	A:-2AC/2	Deflect (1)
CST: 3gp	MS	--/15/25	P:d6 + 5	A:-3AC/3	Deflect (2)
ENC: 50cn			S:d4 + 5✱		
	GM	10/25/40	P:d6 + 6	A:-4AC/4	Deflect (2)
			S:d4 + 6✱		
HAMMER, WAR	BS	———	1d6	———	———
(B) [P = H]	SK	———	d6 + 2	M:-2AC/2	———
✋O†O	EX	--/10/20	d8 + 2✱	M:-3AC/3	———
CST: 5gp	MS	--/10/20	P:d8 + 5	M:-4AC/3	———
ENC: 50cn			S:d6 + 4✱		
	GM	10/20/30	P:d8 + 7	M:-5AC/4	———
			S:d6 + 7✱		
MACE	BS	———	1d6	———	———
(B) [P = A]	SK	———	2d4	H:-1AC/1	———
✋O†O	EX	--/10/20	2d4 + 2✱	H:-2AC/2	———
CST: 5gp	MS	--/10/20	2d4 + 4✱	H:-3AC/3	———
ENC: 30cn	GM	10/20/30	2d4 + 6✱	H:-4AC/3	———
SWORD, BASTARD*	BS	———	d6 + 1	———	———
(C) [P = H]	SK	———	d6 + 3	H:-1AC/1	———
✋O†◉	EX	———	d6 + 5	H:-2AC/2	Deflect (1)
CST: 15gp	MS	———	P:d8 + 8	H:-3AC/2	Deflect (1)
ENC: 80cn			S:d6 + 7		
	GM	———	P:d8 + 10	H:-4AC/3	Deflect (2)
			S:d6 + 8		
SWORD, BASTARD*	BS	———	d8 + 1	———	———
(C) [P = H]	SK	———	d8 + 3	———	Deflect (1)
✋✋†◉	EX	--/--/5	d8 + 5✱	H:-1AC/1	Deflect (1)
CST: 15gp	MS	--/--/5	P:d10 + 8	H:-2AC/2	Deflect (2)
ENC: 80cn			S:d8 + 7✱		
	GM	--/5/10	P:d12 + 10	H:-3AC/2	Deflect (3)
			S:d10 + 8✱		
SWORD, NORMAL	BS	———	1d8	———	———
(B) [P = H]	SK	———	1d12	H:-2AC/1	Deflect (1)
✋O†O					Disarm
CST: 10gp	EX	--/5/10	2d8✱	H:-2AC/2	Deflect (2)
ENC: 60cn					Disarm (Save + 1)
	MS	--/5/10	P:2d8 + 4	H:-3AC/3	Deflect(2)
			S:2d6 + 4✱		Disarm (Save + 2)
	GM	5/10/15	P:2d6 + 8	H:-4AC/3	Deflect (3)
			S:2d4 + 8✱		Disarm (Save + 4)
SWORD, SHORT	BS	———	1d6	———	———
(B) [P = H]	SK	———	d6 + 2	H:-1AC/1	Deflect (1)
✋O†◉					Disarm (Save)
CST: 7gp	EX	--/10/20	d6 + 4✱	H:-2AC/2	Deflect (2)
ENC: 30cn					Disarm (Save + 2)
	MS	--/10/20	P:d6 + 7	H:-2AC/3	Deflect (3)
			S:d4 + 7✱		Disarm (Save + 4)
	GM	10/20/30	P:d6 + 9	H:-3AC/4	Deflect (3)
			S:d4 + 9✱		Disarm (Save + 6)

Special Effects

Victim's Level or Hit Dice	Bonus to Saving Throw	Results of Failed Saving Throw BLOWGUN	NET	BLACKJACK Basic/Skilled	BLACKJACK Expert/Master	BLACKJACK Grand Master
Up to 1	None	Death	Entangle	Knockout	Knockout	Knockout
1 + 1 to 3	+ 1	75% hp + Paralysis	Entangle	Knockout	Knockout	Knockout
3 + 1 to 6	+ 2	50% hp + Paralysis	Slow	Stun	Knockout	Knockout
6 + 1 to 9	+ 3	50% hp	Slow	Stun	Stun	Knockout
9 + 1 to 12	+ 4	25% hp	Delay	Delay	Stun	Stun
12 + 1 to 16	+ 5	25% hp	Delay	Delay	Delay	Stun
16 + 1 or more	+ 5	10% hp	Delay	Delay	Delay	Delay
Saving Throw Needed:		Poison	Death Ray		Death Ray	

Victim's Level or Hit Dice	Bonus to Saving Throw	Results of Failed Saving Throw BOLA OR WHIP Basic/Skilled	Expert/Master	Grand Master
Up to 1	None	Entangle	Entangle	Entangle
1 + 1 to 3	+ 1	Entangle	Entangle	Entangle
3 + 1 to 6	+ 2	Slow	Entangle	Entangle
6 + 1 to 9	+ 3	Slow	Slow	Entangle
9 + 1 to 12	+ 4	Delay	Slow	Slow
12 + 1 to 16	+ 5	Delay	Delay	Slow
16 + 1 or more	+ 5	Delay	Delay	Delay
Saving Throw Needed:			Death Ray	

Breaks: Whenever the user or his foe rolls the exact number needed to hit, there is a chance that one of the shield weapon's blades will break. Roll 1d10. If the roll is 1-5, one blade breaks.

Charge: If the user charges 20 yards or more and strikes his target, the victim takes double damage.

Death: The victim is reduced to 0 hit points.

Deflect: In addition to any attacks, the user of this weapon may attempt to deflect the number of melee and thrown weapon attacks indicated in one round. To deflect each attack, the character must make a Saving Throw vs. Death Ray.

Delay: The victim must make a saving throw or lose initiative the next round. If a saving throw is not specified, make a Saving Throw vs. Paralysis. For missile attacks, this effect occurs only at the indicated ranges.

Disarm: The user may attempt to disarm an opponent instead of making a normal attack. The attacker must roll to hit the target. The victim may save by rolling less than or equal to his Dexterity on 1d20. If the attacker is normally able to disarm as a fighter, the victim must save at a + 5 penalty. Dexterity scores for NPCs and monsters should be determined by the DM, or else treat as 11. For each level of mastery the attacker has gained beyond Basic, the victim suffers a penalty of + 1 to his saving throw vs. the effect.

Double Damage: On a natural roll of the numbers indicated, the weapon inflicts double damage.

Entangle: An entangled victim cannot attack, cast spells, or move. The victim may make a Saving Throw vs. Death Ray each round to escape.

Hook: Instead of making a normal attack, the user of this weapon may attempt to hook and pull down a foe. The attacker must roll to hit. This causes minimum damage, and the victim must make a Saving Throw vs. Paralysis or fall down. A + 4 bonus to Hit rolls applies when attacking a fallen foe. A fallen foe also has a -4 penalty to all saving throws and a -2 penalty to Hit rolls while on the ground. It takes one round to stand up.

Ignite: Fire has a chance to ignite anything flammable equal to 5% per point of damage caused in each round. If an item ignites, it will burn for 1-6 rounds causing 1-4 points of damage each round.

Knockout: The victim is rendered unconscious for 1d100 rounds.

Paralyze: There are two forms of paralysis. The first type freezes a creature in place for 1-6 turns. A paralyzed creature is conscious and aware of what is happening but cannot move, attack, talk, or cast spells. The second type of paralysis results from a failed strangle attempt, leaving the victim too weak to move for 2-12 rounds. Attacks against a paralyzed creature automatically hit. Any *cure* spell may be used to negate the effects of paralysis but does not cure damage in addition to the paralysis.

Poison: See the chart for effects.

Second Attack: The user is able to make a second attack with the shield weapon while attacking with another one-handed weapon.

Set vs. Charge: If the user is aware of a charging enemy, the weapon may be set against the charge. If the weapon hits the charging foe, it inflicts double damage.

Slow: The victim is slowed and can move and attack at only half the normal rate. No spells may be cast while slowed.

Skewer: The user of this weapon may decide to skewer a foe rather than making repeat attacks, if the foe has no more than the number of Hit Dice noted. The maximum possible Hit Dice for the purpose of this attack is 9. Once the weapon hits, it is stuck in the foe and cannot be removed for 5-8 (d4 + 4) rounds. For each round a victim is skewered, he will automatically take 1-6 points of damage.

Strangle: If the attacker makes a natural roll of the numbers indicated, the victim must make a Saving Throw vs. Death Ray or be immediately paralyzed and die in 3-8 (d6 + 2) rounds unless rescued. If the victim escapes, he remains paralyzed for 2-12 rounds.

Stun: If the victim is approximately the same size as the attacker or smaller, he is stunned if he fails a Saving Throw vs. Death Ray. A stunned creature moves at one-third speed and cannot attack or cast spells. The victim also suffers a + 2 penalty to his Armor Class and a -2 penalty to all saving throws while stunned. A Saving Throw vs. Death Ray may be made each round to recover from the stun effect. For missile weapons, this effect occurs only at the specified ranges.

Unskilled: If Unskilled with a weapon, a user attacks at Basic mastery level but inflicts only half damage. All missile weapons have a penalty of -1 to all Hit rolls.

% hp: The victim loses this percent of his original hit points.

The following notes are offered as historical information, to stimulate the imagination and establish a more detailed view of medieval siege warfare.

The siege section of the *War Machine* already reflects the assumption that some or all of the following weapons are being employed, and that some appropriate defenses are at hand and likewise used. For fast resolution of any assault on a fortification (whether walled town or huge fortress), you may still use that system.

However, not all attacks on fortresses will result in sieges. This is especially true if powerful magic-users are present, for magic can produce very fast results.

When both sides have powerful magic-users, the battle could be quickly resolved in either direction, depending on the tactics used. The *War Machine* rules are inadequate for such cases. A game session devoted entirely to this sort of battle is recommended.

If a long siege situation does arise, one important point should be emphasized: the costs of paying one's forces and maintaining supplies for their use should be strictly applied throughout any siege. Cost was historically (and should remain, in the game) the greatest obstacle to siege warfare.

The players of a siege battle must decide on the method of play. There are three methods:

1. Play a normal D&D® game based on the siege.
2. Use the *Siege Machine* (expanded *War Machine* rules for sieges).
3. Use the basic *War Machine* system.

1. **Normal game:** Each player should review siege equipment, ignoring any information specific to *War Machine,* and also read the special information on Damage (below).
2. ***Siege Machine:*** This section gives step-by-step instructions for using the *Siege Machine* system. Review the general descriptions of siege equipment, then skip to the *Siege Machine* rules.
3. **Basic *War Machine:*** See the D&D® *Companion Set* for details. In a siege situation, a +50 bonus applies to the defender's Battle Rating (BR). (See Step 4: Combat Results, D&D® *Companion Set,* Book 2, page 14, and note the minor modifications for sieges, page 15.)

Fortifications

General Note: Armor classes are used for missile fire only; use AC 6 if the attacker is within melee range. Any item which is part of a wall or tower (such as a door, window, etc.) is in itself hard to hit by missile attack, but any such attack that hits AC -4 or better hits the structure's wall near the target.

The walls of the stone building are 1 foot thick; those of all other structures (barbican, gatehouse, tower, etc.) are 30 inches thick.

When using the *War Machine* mass combat rules, the BR bonuses apply only to the defending force, and only if that force remains within the fortifications. Note that these bonuses replace the standard +50 bonus for a fortification (and others; see *Siege Machine* for details).

Item and NPC Specialist Descriptions

Tactical Terms

In the following descriptions, mention is made of the following tactics available to the forces attacking a fortification:

Bombard: The troops of the attacking forces take a position distant from the fortification but within range of artillery. Artillery fire is the only form of combat; no melee or missile fire occurs.

Harass: The attacking forces are within range of missile fire. Combat is intermittent, in any form except melee.

Assault: The attacking forces actively try to penetrate the fortification by any means possible. Combat is primarily melee, with some missile fire but usually no artillery fire.

Siege Weapons

Three basic types of siege weapons are described here: artillery (catapult and trebuchet, also called indirect fire), direct fire (ballista), and breaching weapons (ram and bore). Artillery and direct fire machines are useful to both attackers and defenders in siege situations. Breaching weapons are useful only to attackers.

Artillery (Indirect Fire)

Artillery is used to inflict damage to constructions at long range. Equipment and creatures may also be affected. Artillery cannot be effectively aimed at moving targets.

One artillerist (see NPC Siege Specialists) is needed for each piece of artillery. Hit rolls are made using the level of the artillerist (as a fighter). All artillery crew members must be trained and practiced in their tasks.

Artillery may be used to barrage, firing at 150% of capacity for one week (with a corresponding increase in BR value, shots fired, etc.) A barrage must be followed by a week of either complete rest or slow fire, the latter incurring a corresponding penalty (50% less BR, etc.)

Artillery Ammunition

Three types of ammunition can be used with artillery devices: normal shot, pitch and treated shot, and special loads.

Normal shot is simply rocks, usually from 6 inches to 2 feet in diameter. Normal shot can damage any type of target.

Pitch and treated shot are flammable, gooey materials, usually ignited just before firing. Treated shot is pitch with minerals added to cause fast burning that is hard to extinguish. An artillery device must be specially prepared for pitch shot by adding a metal lining or basket to avoid damage. Pitch and treated shot can set any target afire but inflict damage only to flammable targets and creatures.

Special shot includes unusual objects or creatures of any sort. In medieval times, artillery was used to hurl diseased animals into fortifications (though this is much less effective in the game, as clerics can cure diseases easily). Enemy bodies were also hurled back into their strongholds, to depress the morale of the survivors.

A catapult can be mounted on a ship, but a trebuchet cannot. Normal shot used for ship-borne artillery is smaller than land shot but is more carefully crafted, carved with jagged edges to maximize damage while minimizing weight.

The damage per hit and weekly ammunition costs for each weapon (given on page 28) are based on the use of normal shot only. Deduct costs from the dominion treasury of the ruler employing the artillery. The costs represent far more time and effort than actual cash.

In siege warfare, most artillery shots miss. Spent artillery shots can be gathered and reused. Rocks can often be gathered at the site of the siege, and pieces of damaged constructions may also be used as normal shot.

Defenders can minimize ammunition cost by gathering shot from attacking artillery and rubble from damaged fortifications.

Catapults (Figure 1)

A catapult is a huge wooden spoon mounted in a wooden frame. Its lower end is fixed in twisted ropes, so that the tension on the ropes keeps it near upright. When the spoon is pulled down, the ropes become more taut. The spoon is secured in this position, loaded with shot, and released. It pivots quickly upward until it hits a horizontal crossbar and suddenly stops; the shot continues on its way, following an arched trajectory. The range varies by the amount of tension on the ropes. A trained artillerist knows the proper amounts of tension for various ranges of fire.

Two types of catapults are common—light and heavy. Either may be mounted on a wheeled carriage for towing.

Light Catapult: The light catapult was introduced in the D&D® *Expert Rulebook*. These artillery rules replace that information. If a fortress is near a harbor or lake, or along a coast, ship-mounted catapults may be effectively used along with those on land.

Heavy Catapult: This weapon is nearly identical to the light catapult, but can fire heavier missiles and has a longer range.

Trebuchet (Figure 2)

Somewhat similar to the catapult, a trebuchet is a huge wooden bar with a sling at one end, mounted on a wooden frame in seesaw fashion. Instead of using ropes and tension to propel it, the bar is mounted on a pivot so that part of the bar projects towards the target. A large basket or net is hung from this end and is filled with weights. Ropes are used to pull the long sling arm down and hold it for loading.

When released, the weights pull the short arm downward, and the long arm pivots quickly upward. The sling slows naturally as the weights reach the bottom of the arc and flies open, causing the shot to fly off in a high, arched trajectory. The range of fire is determined by the amount of weight in the basket or net, and by the exact position of the basket on the short arm of the bar.

Direct Fire

A direct fire weapon is a missile weapon that fires directly at a target at high speed, instead of tossing a shot indirectly at relatively low speed. Bows, crossbows, and slings are direct fire weapons. One large direct fire weapon, the ballista (Figure 3), is commonly used in siege warfare.

A ballista is very similar to a normal crossbow, and was actually its forerunner. It is much larger (often 5 to 10 feet long) and mounted on a platform or wheeled carriage. Only the largest form of ballista (wheeled) is described here for siege use; smaller forms are possible, having proportionately less range and damage. The medieval espringale was about half the size of the ballista given here.

Ballista ammunition resembles a spear, usually with a larger head. It is nearly useless against constructions, but can inflict some damage to equipment. It is designed, as the crossbow, as a weapon for use against creatures.

Hit rolls for a ballista are made as if the device were a fighter of a level equal to its number of crew. No specialists are needed for ballista operation, though some training is required.

Breaching Weapons

A breaching weapon is a device used to create a hole (breach) in a wall or other construction. This can be done by either of two methods: pounding until the wall gives way, or digging a hole through the wall. The weapons used for each of these methods (respectively) are the ram and the bore.

Breaching weapons are only usable in Assaults, and only by the attackers. No specialists are needed to operate breaching weapons, and little or no training is needed for their crews.

Breaching weapons are resistant to fire, taking half damage from it at all times (both when attacked by fire and when burning).

Ram (Figure 4)

A ram is a large, heavy log or similar device, usually with a metal end. This end is repeatedly slammed against a target, such as a door, using brute force to cause damage.

One man is needed for each foot of length when running with a ram to do damage to a target, although a ram can be transported by fewer men. The ram is more commonly used by fastening it securely to stout chains attached to a wheeled gallery shed ceiling or belfry (see Miscellaneous Equipment). The ram is then easily rolled up to and swung against the target. When a ram is used in this manner, only one man is needed for each 2 feet of the ram's length.

Bore (Figure 5)

A bore is similar to a suspended ram in some respects, being a long and heavy log-like device hung from chains. Its metal tip is similar to a corkscrew. Unlike the ram, it rests within a cradle of chains rather than being firmly attached, so it can be freely rotated. Ropes are wrapped tightly around it, and pulled alternately from each side by two crews of four men each. The direction of the bore's rotation alternates. Two additional men are needed to hold the bore firmly against the target structure.

Miscellaneous Siege Equipment

The two basic types of miscellaneous siege equipment are (1) equipment used only in Assaults, and (2) equipment useful for both Assaulting and Harassing. Miscellaneous equipment is useful only to attackers, not to defenders.

Assault Equipment

Belfry (Figure 6)

A belfry (or siege tower) is a protected stairway. The standard belfry is a 30-foot tall building on wheels, made of a stout wood frame with thin walls. The walls are covered with uncured or wet animal hides and blankets to minimize fire damage. The interior of the building contains a well-built stairway. One or two doors lead into the building at the base. A drawbridge near the top of the belfry is controlled from inside. A final set of steps leads to the roof of the belfry, with access protected by a trap door, barred on the inside.

In use, the belfry is pushed or pulled up to a wall; then troops enter the doors and climb the stairway. When ready, they lower the drawbridge so that it gives access to the top of the wall, and charge across to melee. Some troops may take position atop the belfry, adding missile fire to the melee atop the wall.

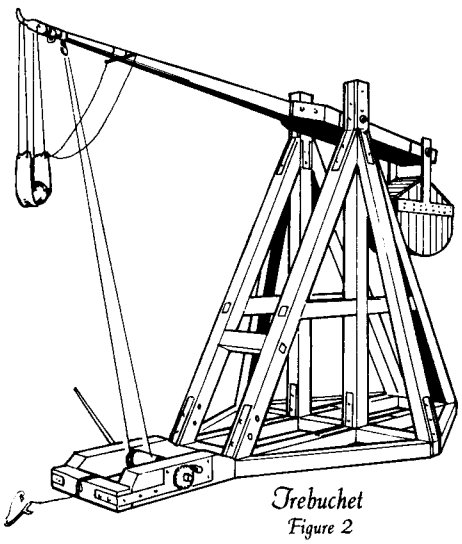
If a belfry is subjected to fire attack, it takes full initial fire damage but might not be set afire (half the original chance).

Hoist (Figure 7)

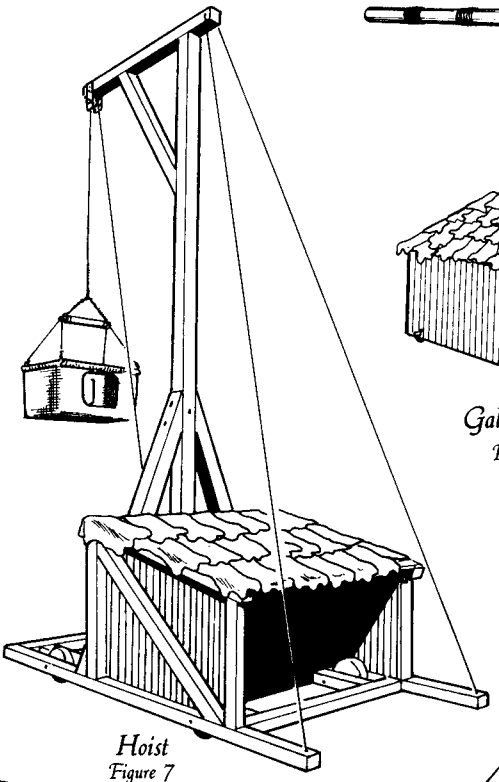
A hoist is a machine used to lift small numbers of troops over or to the top of a wall or other obstruction. It consists of a light frame, similar to a belfry's, with a long beam projecting from the top, and a pulley on the beam. A large basket, capable of carrying up to four men, is raised by ropes through the pulley and connected to a winch. The rate of ascent varies by the number of crewmen operating the hoist and by the number of troops raised in the basket.

A hoist is normally used to raise well-armed or higher-level troops to a wall (those who can withstand some missile fire before engaging in melee).

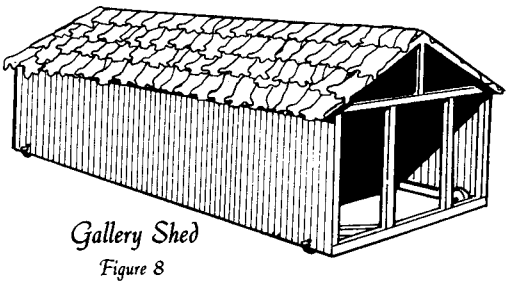
Ram
Figure 4



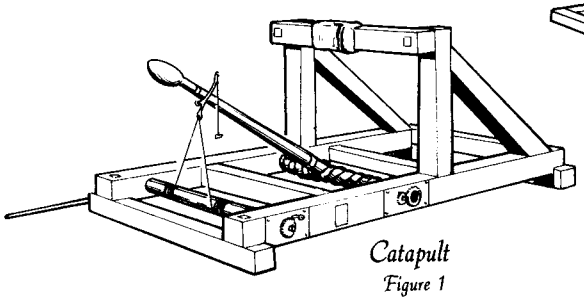
Trebuchet
Figure 2



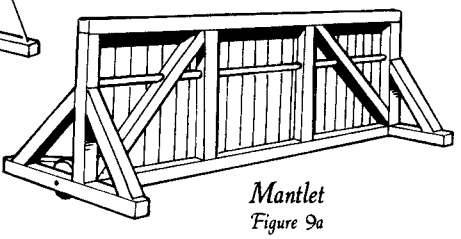
Hoist
Figure 7



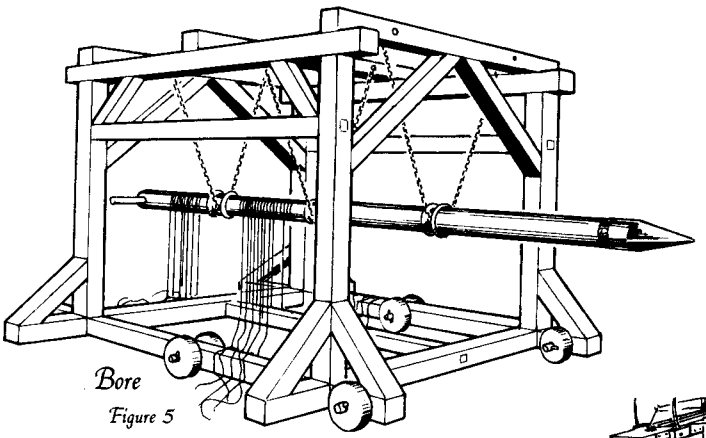
Gallery Shed
Figure 8



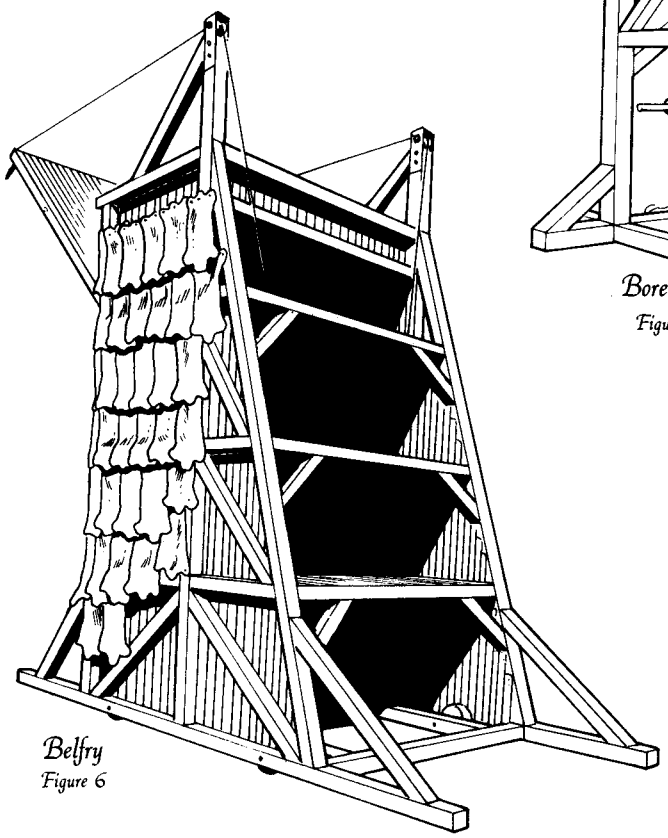
Catapult
Figure 1



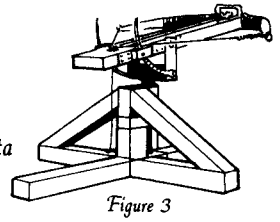
Mantlet
Figure 9a



Bore
Figure 5



Belfry
Figure 6



Ballista
Figure 3

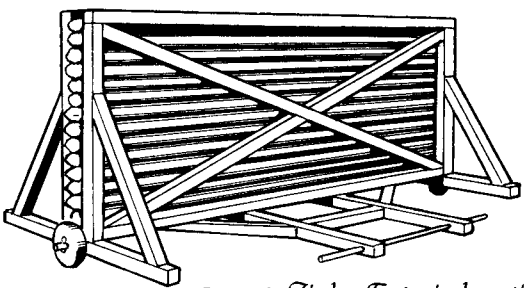


Figure 9b Timber Fort, single section

Ladder

The siege ladder is a large, sturdy version of the common ladder. It is most effective when used by surprise or against defenders already occupied by attackers from a belfry or hoist. Used alone, ladders are easily toppled or broken by defenders.

To topple a ladder, multiply the number of defenders (up to four) trying to topple the ladder by four. This is the saving throw number the attacker must roll each round or the ladder is toppled.

Other Equipment

The three items listed below, gallery shed, mantlet, and timber fort, are resistant to fire damage. Each takes half normal damage at all times, both from initial fire damage and from continued burning.

Gallery shed (Figure 8)

This protective device is a wooden building with a light frame construction. It has side walls but not end walls. The roof is normally covered with animal hides or wet blankets to minimize fire damage. The standard gallery shed is 20 feet long, 10 feet wide, and 10 feet tall. It can be carried by 20 men, and gives a -12 bonus to the Armor Class of those within it.

A gallery shed is most often used along with a ram or bore, which is suspended by chains from the ceiling of the shed before advancing on the enemy. It is also used by miners.

Mantlet (Figure 9a)

A mantlet is a wooden wall, built with wheels for easy movement. The standard mantlet is 8 feet long and 4 feet high, and can shield up to five men. Those protected by the mantlet gain a -4 bonus to Armor Class.

Mantlets are often used by troops who are pushing a belfry up to a wall, and by those operating or waiting for use of a hoist. They are also useful to troops who are Harassing.

Timber fort (Figure 9b)

A timber fort is a heavy wooden wall, built in sections. It is movable only with difficulty. Each section of the wall is 8 feet long and 4 or 5 feet high. Those protected by a timber fort gain a -8 bonus to Armor Class.

Timber forts are commonly used by attackers Harassing near the fortification.

Structural Damage

The damage ranges given for creatures, siege weapons, and magical effects are for attacks against creatures. Siege weapons and buildings, however, are more resistant to damage. The following formulas are used to determine how much damage is caused when different structures are attacked. The categories of targets are defined as follows:

Creature includes all living and undead monsters, as well as characters. Use normal damage ranges.

Wooden structure includes all siege equipment, wooden sailing vessels, wagons, huts, and wooden parts of stone constructions.

Stone construction includes walls, buildings, and other structures made mostly of stone, and includes natural cover such as stony bluffs and hills.

Equipment and structures do not get a saving throw against special attacks.

Creature Attacks

Any creature may attack a wooden target, but wooden structures take only half damage from any physical attack. If the creature can eat wood, full damage is inflicted.

Only creatures equal to or larger than an ogre may inflict damage on stone constructions through a physical attack. Stone constructions take only 1 point of damage for every 5 points inflicted, rounding up. If the creature can burrow through stone, full damage is caused. Any creature who cannot burrow through stone and is not using a weapon takes 1-6 points of damage each time it attacks.

Missile attacks are effective against only wooden and stone structures when fired by a siege weapon or thrown by an ogre-size or larger creature.

Special Attacks

Special attacks include natural creature abilities, spells, and magical effects. Special attacks that cause physical damage work like this:

Against wooden structures:
—Half damage normally caused.
—If attack is a spell and no damage range is given (such as *disintegrate*), it causes 5 points per level of the spell.

Against stone constructions:
—Causes 1 point per six-sided die of damage,
—Or (if attack doesn't use d6) causes 1 point per 5 points of maximum possible damage, rounded up.
—If attack is a spell and no damage range is given, it causes 2 points per level of the spell.

Other special effects are defined below.

Acid: This attack causes full damage to wood but only the normal structural damage to stone.

Blackball: Treat this monster as if a *disintegrate* spell.

Constructs: These monsters cause damage at the normal reductions, but do not take any damage when attacking stone structures.

Creeping Doom: See Insect Plague.

Crystallize: This attack weakens both wood and stone structures. All subsequent physical attacks at the weakened point cause twice the normal structural damage, up to a total of 50 points, when the effect ceases.

Dissolve: This spell only works against uncrafted stone and will not affect a castle wall. If cast on the bedrock beneath a wall, there is a 10% chance per spell that a 10-foot wide section of the wall will collapse.

Elemental, Air: This category includes djinni, aerial servants, and invisible stalkers. Attacks from these creatures cause normal structural damage but have no effect on stone.

Elemental, Earth: This category includes kryst and horde creatures. Attacks against wood cause normal structural damage but attacks against stone cause twice the normal structural damage.

Elemental, Flame: This category includes efreeti and helions. Attacks cause normal structural damage as fire, but the fire cannot be extinguished as long as the creature remains within 30 feet of the fire.

Elemental, Water: This category includes hydrax and undines. Attacks against wood cause normal structural damage but attacks against stone cause only 1 point for every 10 points of damage inflicted, rounded up.

Falling: Wooden and stone structures take half normal falling damage.

Fire: Wooden structures can be damaged by fire, but take only 1 point per 6-sided die of damage or per 5 points of maximum possible damage, rounded up. Furthermore, wooden items attacked by fire can be set afire, causing further damage. The chance of being set afire is 5% per point of damage caused by each fire attack. Anything set afire will take 1 point of damage the first round, 3 more points by the end of the the first turn, 6 points the second turn, and 12 points for each turn thereafter, until destroyed. Any creature caught within a burning structure will take damage equal to 1d6 per point of structural damage at the same rate. Any flammable structures next to a structure that has been set afire may also catch fire with a chance of +10% for each turn the first structure burns.

If water or loose earth and workers are available, they may attempt to extinguish the fire. Each turn a fire is fought, the player should roll 1d6 per 10 workers. This is the number of points of structural fire damage extinguished that turn. If the number is greater than the fire damage for that turn, the fire is extinguished. Only 10 people may fight a fire for each 30 feet of structure frontage. Each fire fighter suffers 1 point of damage per point of structural damage caused that turn.

If the fire was caused by treated shot or a dragon, fire fighters can extinguish only half the normal number of points.

Stone will not burn, but wooden parts of stone constructions will burn (roofs, floors, doors, etc.). Fire damage is the same as for wooden structures, but only 10% of the total hit points of a stone building may be burned.

Flood: A flood is a forceful wave of water that crashes against a structure. Damage is subject to the normal structural reductions for physical damage. Damage is equal to 3-24 points per 10 foot height of the wave or depth of the mouth of a broken dam. If the flood is from a lake, it will last for 1 round per 100 square yards of surface area of the lake.

Ice: An ice attack works the same as *crystallize* but lasts for only 1-6 rounds.

Insect Plague: This attack causes full damage to wooden structures but no damage to stone constructions.

Lava: Lava works like fire when attacking both wood and stone but causes twice the amount of damage as fire. Lava causes 1d6 points of damage per square yard.

Lightning: This is treated as a physical attack against wood and stone, with a 5% chance to catch fire per each 2 points of damage.

Magic Weapons: When a magic weapon is used, the magical bonuses should be added only after making the noted reductions for physical structures.

Passwall: This spell has no effect against wood but will cause a breach in a stone structure.

Poison Gas: No effect.

Polymorph Object: There is a 10% chance that the spell will have no effect when cast on a wood or stone structure. *Polymorphing* may create a breach in a stone wall.

Reverse Gravity: Anything lifted by this spell suffers falling damage as if dropped from 20 feet. However, anything fastened or rooted to the ground is not affected.

Shrink: The nightcrawler may shrink something up to 50,000 cn actual weight. There is a 10% chance that the ability will have no effect on wood or stone structures. If affected, the structure shrinks to one-sixth size and functions at one-sixth effect.

Turn wood: This spell causes no damage but moves wooden objects to the extent of its range unless they are fastened down.

Warp wood: This has no effect on wooden siege equipment.

Web: If used on a siege weapon, this spell renders it useless for the duration of the spell.

Wizard Lock: This spell makes a siege weapon unusable for the duration of the spell.

Special Defenses:

Some spells may be cast on wooden and stone structures. Normal effects apply in all cases. In addition, magical walls, *web* and *growth of plants* may be used to close a breach for the duration of the spell.

NPC Siege Specialists

The following non-player characters are necessary for any operation involving siege equipment.

Artillerist (250 gp/level/month)

An artillerist is an NPC trained and experienced in the operation of siege artillery (catapult or trebuchet). One artillerist is needed for each piece of siege artillery. Artillerists have levels of experiences, just as character classes. First-level artillerists (250 gp/month) are relatively common, but second-level (500 gp/month) and more experienced artillerists are rare. Their levels increase at the same rate as fighters, but artillerists gain 50-100 XP per day of bombardment. They cannot gain XP in any other way (such as from treasure or monsters defeated).

Calculating shots fired: The approximate number of shots per week in a siege varies by the number of crew, size of the artillery, and available ammunition. The following formula may be used for a good approximation. Multiply the rate of attack (as a fraction: shots/rounds) by 10,000. The result is the number of shots per week. For example, a light catapult with full crew fires once every five rounds, so its rate of attack fraction is 1/5, and its number of shots per week is 2,000. This assumes normal operation for nine hours a day at half the maximum rate of fire.

Siege Engineer (1,000 gp/month)

A siege engineer designs siege equipment and assists the commander in their tactical use. A siege engineer must be employed if any special siege equipment (not including ladder or timber fort) is used. One siege engineer is needed for each 5 pieces of large equipment used. Large equipment includes all mantlets, belfrys and hoists, but not artillery.

Engineers may supervise troops used as miners. One engineer is needed per excavation. In one day, one miner can dig out 20 cubic feet of hard rock, 40 cubic feet of soft rock, or 60 cubic feet of hard-packed earth. Up to 10 miners can work in one excavation.

Abbreviations

Cost	gp value per length or height
Size	Always given as height x width x length. This is a standard size; larger or smaller smaller equipment may be made by using a fraction of the height to determine additional cost.
Enc	Encumbrance. The first number is for items carried; the second number is for items equipped with wheels and towed.
A	Assault
AC	Armor Class
AC +	Armor Class bonus gained by troops sheltered by the item
H	Harass
HP	Equipment hit points
Crew	Number in a full crew
Range	short (+ 1), medium, and long (-1) ranges. The minimum range at which some weapons can be fired due to the arc of fire is also given.
Damage	The amount of damage inflicted on creatures.
Fire Rate	How fast the weapon can be fired, given as fire per round.
BR +	BR bonus for use with *War Machine.*

SIEGE WEAPONS

TYPE	COST	ENC.	AC	HP	FULL CREW	RANGE	DAMAGE	FIRE RATE	BR +	AMMO COST/WK.
Ballista	75gp	6,000cn†	4	9	4	100/200/300 (Min:NA)	d10 + 6	1per2	+ 2	2,000
Catapult, Light	150gp	12,000cn†	4	18	6	200/250/300 (Min:150)	d8 + 8	1per5	+ 4	4,000
Catapult, Heavy	250gp	18,000cn†	0	27	8	250/325/400 (Min:175)	d10 + 10	1per6	+ 8	6,000
Trebuchet	400gp	24,000cn†	0	36	12	250/400/500 (Min:100)	d12 + 13	1per6	+ 12	8,000
Bore	150gp	3,000cn	-4	50	10	———	d6 + 14	1per2	+ 4	———
Ram (10′)	100gp	3,000cn	-4	50	10	———	d6 + 8	1per2	+ 4	———

These weapons require a crew of at least one-quarter to be usable. If a crew is less than full, but greater than or equal to half the number: Ammo Cost, BR + and Rate of Fire are half normal. If a crew is reduced below half but not below one-fourth: Ammo cost, BR + and the Rate of Fire are divided by 4. Fractions are always rounded down.

MISCELLANEOUS SIEGE EQUIPMENT

TYPE	COST	STANDARD SIZE	ENC.†	AC	AC +	HP	WAR MACHINE BR +
Belfry (A only)	25gp/ft height	30′ tall	250,000cn†	0	-8	75	+ 10**
Gallery Shed (A only)	15gp/ft length	10′ × 10′ × 20′	8,000cn†	4	-12	40	Doubles values of bore or ram
Hoist* (A only)	5gp/ft height	30′ tall	12,000cn†	4	0	15	+ 4** (+ 2 with Belfry)
Ladder (A only)	1gp/10 ft height	30′ tall	900cn	4	0	3	+ 2** (+ 2 with Belfry)
Mantlet (A/H)	2gp/ft length	8′ long	4,800cn†	0	-4	16	+ 2# (A) + 3# (H)
Timber Fort (A/H)	4gp/ft length	8′ long	7,200cn†	0	-8	32	+ 4# (A) + 6# (H)

* The hoist's usefulness depends on the number of crew used. One man can be lifted 10 feet per round per crewman used. Up to six crewmen may be used to operate a device. For every additional man lifted, to a maximum of four men, subtract 10 feet per round.

** All bonuses require that there be 1 piece per 1,000 men in the force.

\# All bonuses require that there be 1 piece per 100 men in the force.
(Greater numbers can multiply the BR bonus up to 5 × maximum.)

† These pieces of equipment may have wheels attached and be towed. Towing encumbrance = 1/12 Enc.

FORTIFICATIONS

TYPE	COST	SIZE	AC	HP	WAR MACHINE BR +
Barbican	37,000gp	Two towers (30′ × 20′) + gatehouse, gate & drawbridge	-4(6)	700	+ 14
Battlement	500gp	Crenellated parapet (100′long)	-4(6)	50	+ 1
Building, Wood	1,500gp	Two-story (120′ of walls, doors, stairs, floors & roof)	-4(6)	40	+ 2
Building, Stone	3,000gp	Two-story (120′of wall; doors, stairs & roof of wood)	-4(6)	60	+ 6
Door, Iron or Stone	100gp	Reinforced & barred (7′ × 5′)	-10(2)	35	———
Drawbridge	250gp	Wooden reinforced (10′ × 20′)	-4(8)	50	———
Gate, Wooden	1,000gp	Reinforced & barred (10′ × 20′)	-8(2)	100	———
Gatehouse	6,500gp	Stone (20′ × 20′ × 30′) includes gate & portcullis)	-4(6)	550*	+ 11
Keep, Square	75,000gp	Stone (80′ × 60′ × 60′)	-4(6)	2,500	+ 50
Moat	400gp	Earthen ditch (10′ × 20′ × 100′)	———	———	+ 16
		double if filled w/water or mud	———	———	+ 32
Tower, Bastion	9,000gp	Stone, half-round (30′ × 30′)	-4(6)	300	+ 6
Tower, Round I	30,000gp	Wide tower, stone (30′ × 30′)	-4(6)	350	+ 7
Tower, Round II	15,000gp	Narrow tower, stone (30′ × 20′)	-4(6)	250	+ 5
Wall, Castle	5,000gp	Stone (20′ × 5′ × 100′) with battlements & stairs up (BR + = + 1/per 10′ section)	-4(6)	500	+ 10
(Breach in Wall)	———	(Attacker gains + 1BR/10 ft breach)			
Wall, Wood	1,000	Wooden Stockade (20′ × 5′ × 100′) with walk & stairs (BR + = + 1 per 20′ section)	-4(6)	300	+ 5
Window	10gp	Open or barred (3′ × 1′)	-12(0)	———	———

* These hit points can be divided into the components of this fortification.

Expanded *War Machine* Rules for Assaults on Fortifications

Before starting, each player should have detailed information on the following subjects:

The *War Machine* system (D&D® *Companion Set* Book 2, pages 12-17)

The troops involved (including leaders, normal equipment, and other details needed for the *War Machine*)

The defenders' fortification (including thickness and length of walls, height of other constructions, etc.)

The siege equipment used by both sides, and the number of crewmen operating each, as applicable

The exact monthly cost of mercenary troops hired to fight with the force

The exact levels of all clerics in or with the force

The exact number of full rations available (see Sustenance, below)

Available Options

Attacker's Siege Options

1. *Depart:* The attacking forces leave the battle completely. No further combat occurs.
2. *Bombard:* The attackers maintain a position distant from the fortification but within range of the smallest Artillery used. Artillery and ballista fire are the only possible forms of combat.
3. *Harass:* The attacking force encamps near the fortification. Some siege equipment may be used, but not all (see Siege Preparations).
4. *Assault:* The attacking force uses all available siege equipment and attacks forcefully, trying to penetrate the fortification. The attacking force gains a bonus of +5% (not merely +5) to its BR, but the defenders' casualties are decreased by 5% (effects identical to the standard tactics). The combat turn is otherwise run normally.

Defender's Siege Options

The defender may at any time choose to leave the fortress to make an Assault. If an avenue of escape exists, the defenders may choose to Depart. If they remain within the fortification, the defenders Harass. Defenders may not Bombard.

If the defenders make an Assault, they lose all fortification bonuses but may choose the time of attack (day or night) and gain a +10% (not +10) bonus to their BR (rounded up), which represents a degree of surprise. Combat is otherwise run normally, using the Combat Results Table (not applying siege modifications). Standard modification for normal tactics are used, but the (former) attacker may choose a new tactic and is not bound by the siege tactic currently being used. (The number of defenders is no longer multiplied by 4.)

If the fortification has a secret exit (possibly underground), the defenders may depart unnoticed. If 10% of the defending force is left to maintain the appearance of strength, the departure of the main force may remain undiscovered for some time, varying by the attacker's current tactic. If the attackers are Harassing, the departure becomes apparent one to four hours after dawn. If the attackers are Bombarding, the departure will not be noticed. If the attackers are Assaulting, the departure is discovered after one siege turn. The defenders' smaller force may, however, be detected by special squads (see below).

If the defenders' fortification is not surrounded, the defending forces may Depart by normal means. If this takes place visibly and during daylight, the attackers gain immediate knowledge and may attack according to normal *War Machine* rules. If the departure takes place under cover of darkness or *invisibility,* the defenders may move up to one full terrain unit away from the attackers.

If the defenders depart, the attackers may pursue, occupy the fortification, or do both (by splitting their force). Artillery cannot be moved fast enough to pursue a fleeing force.

Siege Preparations

1. **Find costs for each side:** Three separate costs may be involved: payroll, food and water supplies (sustenance), and ammunition. All costs must be calculated per siege turn, a time unit of one week. Review the detailed notes given for each topic at the end of this section. Each player notes the amount of each (cash, rations, and ammunition) present at the start of the siege.

2. **Find BFR, Troop Class, and BR for each force:** Each player privately calculates these details, using the standard *War Machine* rules. (See the D&D® *Companion Set* Book 2, pages 12-17, for procedures.)

3. **List and compare siege details:** The defending player makes a list of the walls, buildings, moat, and other parts of his fortification, plus all unconcealed siege weapons in use. The attacker lists all the unconcealed siege equipment of the attacking force. (See Concealed Information, below, for further details.) The lists should not include BR values When finished, the lists are traded, and both players may make notes if desired. At the DM's option, reinforcements may arrive later to aid either the defenders or attackers. The player receiving reinforcements should make a secondary list and re-compute costs, BFR, Troop Class, and BR bonuses.

4. **Calculate total BR bonuses:** Both players take back their own lists and privately note the BR bonuses for each item (also correcting any false details allowed and adding concealed equipment). The BR bonuses for most siege weapons vary by the number of crew per weapon. The exact number of crew per machine should be noted, along with the BR bonus, to avoid errors.

5a. **Defender finds total BR score and siege weapon bonuses:** The defending player adds the total defense bonus to the original BR score of the force to find the total modified BR. (The score is not revealed at this time.) Additional bonuses for siege weapons will vary by the tactics used by the attacker, but may be calculated at this time as follows:

Attacker Bombards: Add all the bonuses for artillery (catapult and trebuchet), plus half the bonuses for ballistas.

Attacker Harasses: Add double the bonuses for artillery, and add the full bonuses for ballistas.

Attacker Assaults: Ignore artillery and add double the bonus for ballistas.

5b. **Attacker calculates BR bonus for each tactic:** The attacking player privately calculates the siege equipment bonuses which will apply to each tactic chosen, as follows:

Bombard: All artillery bonuses apply, plus half the ballista bonuses.

Harass: Bonuses for ballista, timber fort, and mantlet apply. Some or all artillery bonus may apply, if the attacker decides to use artillery despite possible casualties to the crew.

Assault: All miscellaneous equipment bonuses apply, plus double ballista bonuses. Artillery bonuses may apply, if the attacker decides to use artillery despite the possible casualties.

Resolving Siege Combat

1. **Deduct costs for the battle week:** Ignore this step for the first battle of the siege. Apply it to the second and subsequent battle rolls. If the defending force chooses to Harass, siege combat continues unless the attacker Departs. Each player deducts costs for the turn as follows:
a. *Payments:* Cash payments to mercenary troops (one week's payroll) are deducted from each side's total money.
b. *Sustenance:* Each side deducts one week's food and water from its current stores for all troops not fed by cleric spells.
c. *Ammunition:* Each side deducts one week's amount of ammunition from each siege weapon's total. Both sides may add ammunition gained by gathering (see Siege Accounting: Ammunition).
d. *Dominion Costs:* If the end of a month occurs at the end of a battle week, each side makes appropriate adjustments to their dominion treasuries, deducting normal costs and adding normal income. However, a ruler under siege cannot receive dominion income. If a secondary ruler has been previously designated, the dominion accounting continues normally.
2. **Modify BR for field of battle:** The battle modifications for troop ratio, morale, environment, immunities, and fatigue should be done openly (but without revealing the starting BR). Some bonuses for terrain also apply (but see Terrain, below). Remember that when calculating the troop ratio, the number of troops defending a fortification is multiplied by four. Fatigue automatically lasts for one week instead of 1-4 days.

For battles involving highly unequal odds, the Troop Ratio Table in *War Machine* (D&D® *Companion Set* Book Two, page 14) is inadequate. Replace the last line of the table (" + 100 if 8 to 1 or greater") with the following:

+ 100 if 8, 9, or 10 to 1
+ 110 if 11-15 to 1
+ 120 if 16-20 to 1
+ 130 if 21-30 to 1
+ 140 if 31-40 to 1
+ 150 if 41-50 to 1
+ 160 if 51-60 to 1, etc.

Terrain: In the *War Machine* (D&D® *Companion Set* Book 2, page 14, some terrain bonuses apply to the defender only. Ignore the following normal bonuses; they are replaced by the more detailed defense bonuses for the fortification, as calculated in the Preparations: defending in place, defending behind a wall, force is in stronghold.
3. **Choose tactics:** Each player chooses one siege tactic (as detailed in #5 below). Possible tactics are Depart, Bombard, Harass, and Assault. Though optional in the *War Machine,* tactics are required for the *Siege Machine.* Defenders may not Bombard.
4. **Reveal tactics and modify BR for siege equipment:** The tactic used by the attacker is revealed first. If the Bombard tactic is used, the defender's tactic is not revealed and he uses the Bombard bonuses only. Each player finds the BR bonus which applies (based on the tactics used) and adds the bonus to the BR of the force.
5. **Find and apply results:** The details for this procedure vary by the attacker's tactic, as follows.
Bombard: The attacking player adds the BR bonus gained for artillery and ballista. He then rolls d10 to determine casualties inflicted on the defending forces. The resulting roll is read as a percentage (10%, 20%, 30%, etc.) of the BR rating equalling the Hit Dice of casualties inflicted on the defenders. The defender follows the same procedure, but rolls 2d10.

For example, the attacker has 85 BR points of artillery and the defender has 40. The attacker rolls a 5, causing 42½ Hit Dice of casualties (50% of 85). The defender rolls an 11, causing 44 Hit Dice of casualties (110% of 40).
Harass: Each player rolls d%, and adds the result to the BR of the force. The player with the higher total wins this round of the siege. Subtract the lower total from the higher, and refer to the Combat Results Table (D&D® *Companion Set* Book 2, page 15) to find the resulting casualties and fatigue. (Up to this point, the procedure is identical to that of the *War Machine.*) Modify the results as follows:
a. All casualties are only one-tenth of normal (drop the last zero in all cases).
b. Both attackers and defenders ignore location changes; a Rout or "—" result for Fatigue is treated as "S".
c. Defender casualties are half the final percent. If artillery is used, calculate casualties as for Bombard.
Assault: The procedure used for Assault is identical to that for Harass, but with the following modifications:
a. Casualties are half of normal.
b. A Rout or "—" result indicates that the losers are driven back. If the defenders lose, they are driven out of the fortification. If the attackers lose, they are forced back to a Bombarding position.
c. Defender casualties are half the final percent. If artillery is used, follow the Bombard procedure.

Casualties

Casualties resulting from Harass or Assault tactics are applied normally. Casualties from artillery Bombardment are determined separately, as explained above under Bombard.

The casualties from the attacker's artillery may affect both sides, depending on the tactics used by the attacker:

Bombard	100% defenders	0% attackers
Harass	80% defenders	20% attackers
Assault	60% defenders	40% attackers

Divide the total Hit Dice of casualties by the average Hit Dice of the lowest level troops; the result is the actual number of casualties. As with normal casualties, consider half of them as dead and the other half as wounded. If the division is not even, do not round off; consider the fraction as one wounded casualty.

The exact troops to which casualties are applied may be designated for more realism, but this is not required. Special Note: If artillery is used in a *War Machine* battle involving no fortifications, double the number of casualties, and apply 100% to the enemy troops.

Other Details

Concealed and False Information

In step 3 of Siege Preparations, players make lists and compare siege details. Both players may conceal or exaggerate certain details.

Fortification details: The thickness and height of walls, towers, and belfries must be noted, but each player may claim a height or width up to 5 feet different from the actual amount.

Visible equipment: The attacker must reveal the exact and correct number of pieces of visible siege equipment used at the start of the battle. However, more equipment may be brought in later or may be concealed by large structures. The existence of such secret weapons is revealed as soon as they are used, when their bonuses to combat are applied.

Invisible Equipment: *Invisibility* used by either side counts towards concealing weapons only if the enemy has no method of detecting invisible objects. If the enemy spots a team of mules pulling invisible siege equipment but cannot detect invisible, the attacker may identify the invisible siege weapon incorrectly.

Siege Accounting and Costs

Ammunition: The missiles used by catapults, trebuchets, and ballistas must be accounted for in siege situations. Ammunition may be the largest single cost of the siege.

Before the battle, each player notes the amount of ammunition available for each siege weapon. The weekly costs are given for each such weapon in the equipment details. Costs should be recorded so that one unit equals a week's worth of ammunition. Note that the costs are subtracted from a dominion treasury and may be considered part cash, part services.

In step 1 of each battle week, both players deduct ammunition to be used in the following turn (week), subtracting 1 (one week's worth) from the total for each siege weapon. Each player then adds a number to reflect ammunition gathered.

Ballista ammunition may never be gathered or reused; all missed shots are broken and unusable.

Artillery ammunition may be gathered and reused by each side. The details vary for each side, as follows.

The defending force can only gather a small amount of spent ammunition. The attacker must first reveal the total number of artillery pieces that fired in the previous week. The defender divides that total by 4; the result is the number of weeks of ammunition that the defenders can gather.

The defenders may also choose to destroy stone buildings and use the stone for ammunition. This may be done quickly by few men. Each stone building yields a number of units (weeks' worth) of ammunition equal to its BR value. However, the BR bonus for the building must be immediately deducted from the defender's original total.

The attacking force can gather a much larger amount of spent artillery ammunition. Ammunition can only be collected from artillery used in the previous week. The amount varies by the tactic used in the current week:

Bombard: Three-quarters of the weapons fired.
Harass: One-half of the weapons fired
Assault: One-fourth of the weapons fired

These figures assume that all available troops are employed in gathering ammunition. Troops so employed do not rest enough to offset fatigue, but do not suffer additional fatigue. If a commander allows the troops to rest to offset fatigue, the amount of ammunition gathered is half as much.

If a missile weapon runs out of ammunition, it gives no further BR bonuses. If a weapon is left unused to save ammunition, its BR bonus is not counted for that week.

Artillery shot can be used in any piece of artillery. For conversion, consider 6 units of light catapult ammunition as equal to 5 units of heavy catapult ammunition, or 4 units of trebuchet ammunition.

Payroll: The standard mercenary payroll (D&D® *Expert Rulebook,* page 24) is given in cost per month. Divide the total payroll by four to find the cost per week.

To be used for payroll, cash must be either kept at the siege site or delivered at regular intervals (either procedure requiring guards). Cash must be in a physical form suitable for individual payments; mercenaries cannot be expected to make change. Mercenaries may be given large sums as payment in advance of services, but this practice encourages desertion and often causes a drop in morale (due to gambling, theft, accidental loss, etc.).

Sustenance: A standard ration (5 gp) serves one person for one week, but spoils if kept longer than a week. An iron ration (15 gp) also serves one person for a week, but spoils only if kept for 8 weeks. One week's food and water for one person is called a full ration.

The limiting factor for cleric assistance is the 5th-level *create food* spell. Much more water than food can be produced, by the 4th-level *create water* spell. The following chart gives the number of men fed by one *create food* spell (the Men per Spell column) and the total number of men a cleric can sustain if all available spells are used to do so (the Max Men column). The cleric must provide food daily; none can be stored as the *created* food spoils within 24 hours.

CLERIC SUSTENANCE TABLE

Lvl of Cleric	Men/ spell	Max Men	Lvl of Cleric	Men/ spell	Max Men
10	36	36	24	540	2700
11	72	144	25	576	2880
12	108	216	26	612	3672
13	144	288	27	648	3888
14	180	540	28	684	4788
15	216	648	29	720	5040
16	252	1008	30	756	5292
17	288	1152	31	792	6336
18	324	1296	32	828	6624
19	360	1440	33	864	6912
20	396	1584	34	900	7200
21	432	2160	35	936	8424
22	468	2340	36	972	8748
23	504	2520			

Some forces have insufficient numbers or levels of clerics to sustain them, and some have no clerics at all. Anyone not receiving full rations becomes fatigued: moderate fatigue after one week of less than proper feeding, serious fatigue after another week, becoming weak (losing 50% of BR) after a third week. Morale drops 2 points for each week of less than normal feeding. Troops not fed at all will desert or rebel after only 1-3 days of such treatment.

Horses and other mounts of similar size require double normal (human) rations for survival. Underfeeding brings the same penalties as for troops; if not fed, the mounts may flee, attack their owners, or simply weaken and die (in 4-9 days).

Foraging and hunting are virtually useless for armies. Any force of 100 or more troops can quickly gather every available food source in an area in only a day, providing food for one week at most, and often less.

In step 1 of each week of siege combat, both players deduct the full rations to be used in the coming week. If less than full rations are issued, fatigue and morale changes are applied immediately. Rations are not deducted for troops supplied by clerics.

Special Squads

Either side may use special squads, which are groups of specialists with exceptional skills who work toward designated purposes. Typical purposes are *reconnaissance* (gathering information about the enemy), *demolition* (attempting to destroy one or more designated pieces of equipment), and *commando* (attempting to capture or destroy one or more persons valuable to the enemy).

Special squads usually involve magic. A reconnaissance squad might include persons able to fly invisibly, observing enemy forces at close range, and/or thieves who are able to sneak quietly. A demolition squad is usually formed to destroy siege weapons or a belfry. A commando squad is often formed to remove or capture enemy leaders or magic-users.

Special squads must be created and defined before the start of the siege. Their existence should not be revealed to the opposing player. The members of any special squad must be PCs or NPCs. *War Machine* procedures are not applied.

Special squads operate between siege battle weeks. Their activities are played using normal game rules. If the DM is also one of the players in the siege battle, he or she may run the adventure, but should take great care to keep DM knowledge and NPC knowledge separate. Whenever doubt exists, results should be decided in the player's favor.

A typical group of adventurers may become a special squad for a siege. This is an ideal way to play a normal D&D game within the siege system.

The results of a special squad's mission are applied immediately, before the next siege battle. For example, actions by a special squad that result in the loss of several siege weapons, leaders, clerics, etc., may require the recalculation of any or all combat details (from troop BR onwards).

Equipment Construction

Siege equipment can be constructed at the site of the siege. Each piece of equipment must be constructed under the supervision of a siege engineer. An artillerist is also needed for any artillery under construction. One siege engineer can supervise up to four constructions at one time. One artillerist can supervise only two constructions at once.

To construct equipment, hardware (metal materials and tools) must be brought to the siege site. The cost of hardware is 10% of the listed cost of the piece of equipment.

Wood must be in plentiful supply at or near the siege site. If a forest resource is within 5 miles, 10 men can gather enough wood in one day to make 5 hp of equipment. If the wood is 5-10 miles away, double the time; if 10-15 miles away, triple the time; if 15-20 miles away, quadruple the time needed.

Nearby wooden buildings can be a source of some usable wood. Five feet of building wall can be converted into 1 hit point of equipment. (This assumes the use of rafters and beams as well as the walls themselves.) Stone buildings (with wooden roofs) can also yield usable beams, but only 5 hit points of equipment per standard stone building.

Once materials are at hand, any supervised but untrained person can construct ½ hit point of equipment per day. The maximum number of workers that may be used is equal to half the hit points of the finished equipment. For example, if six men work on a light catapult under proper supervision, they will finish 3 hp per day, taking six days to complete an 18 hp catapult. No more than nine men can work on it at once.

Ballista ammunition cannot be built in the field except by an armorer.

Post-Siege Adjustments

Determining Damage to Fortifications: If siege missiles are used during a siege, fortifications suffer a certain amount of damage. To determine the state of the walls, towers, and other parts of the fortification, make a damage roll for each attacker siege weapon in use at the end of the siege (example: 1d8 + 8 for light catapult). Add all of these damage rolls together. Multiply the result by the number of weeks that the siege lasted. The defender then rolls d% and subtracts the result from the attacker's total. The result is the number of hit points of damage to the fortification.

If the total damage exceeds the original hit points, the fortification is completely reduced to rubble. Otherwise, first apply damage to 75% of the walls' hit points, and (if any damage needs further accounting) to the following structures, in the order given. Deduct 20% of each structure's original hit points each time. If further damage needs accounting, apply 20% more damage to the walls and each item on the following list, in order, going through the list as many times as necessary:

gatehouses, gates, and drawbridges
normal buildings
towers
barbicans
keeps

Attacks Against a Part of a Fortification: If an attacker wishes to concentrate the assault against a small portion of a fortified position, apply the following conditions:

1. The attacker can use no more than 300 troops and four siege engines per 100 feet of attack frontage.
2. The defender gets the full BR benefit from the section of the fortification under attack. He also gets the full BR benefit for any towers with 200 feet of the area under attack. The defender then adds in one-quarter of the BR benefit for the remaining parts of the fortification.

Afterword

We had so much detail to fit into Book Two (which has twice the number of pages as this book) that no room remains for my comments. The following notes to the DM are not secret, so players can feel free to continue reading.

The three main sections of the DM's book are Monsters, Artifacts, and Procedures. I hope I've included monsters enough to challenge your players and keep them guessing. Artifacts are unique magic items, their designs based on ancient myth and legend. Master-level adventures may involve quests for such items.

The Procedures section contains everything the DM needs to know to run Master-level adventures. The rules listed there (and throughout this set) supercede any different rules in earlier sets. But remember, you need all four sets to have complete information. Each set offers much for both DMs and players.

Dungeon adventures were the meat of Basic-level play. As the characters in your campaign grew in power, their fame and fortunes grew. Now they have reached the peak of their professions. They hold land, rule, and train followers. No longer homeless wanderers, Master-level characters require great adventures and the promise of great reward to lure them. Rarely will anything less than an epic quest, a confrontation with Immortals, the threat of war, or the search for an ancient Artifact mobilize these high-level characters.

No set of rules, however complete, can give you all the information you need in a role-playing game. You know by now that additional reading can provide inspiration for your games. Historical and mythological research is suggested in several sections of this set. The combat and weapon details herein merely hint at the designs and uses of medieval weapons. The powerful Artifacts are all based firmly in ancient lore of many lands. Read further on the topics that interest you. It matters not whether you prefer fact to fancy, or modern to ancient themes. I started reading science fiction, myself, and shifted to fantasy. Ideas abound in works of all kinds and times. Using the bits gleaned from your reading, develop a campaign precisely suited to your taste and to that of your players.

Above all, keep in touch with your players. Discuss the game regularly to stay aware of their likes and dislikes. Most problems can be avoided or solved through simple discussion. The game encourages creativity for all, especially players. Listen to their ideas; it's their campaign, too.

As characters set forth on these final tasks of their mortal lives, you, as DM, control the great and powerful forces around them. As the neutral arbiter of all game details, encourage your characters' success even as you deploy their opposition. The tides of history can be turned by the actions of a single man; be ready for the assault.

And have fun!

Frank Mentzer
Spring 1985

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FOR ANY NUMBER OF PLAYERS, AGES 12 AND UP

DUNGEONS & DRAGONS®

MASTER DM'S BOOK

THE FANTASY ROLE-PLAYING GAME

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DUNGEONS & DRAGONS®

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by Gary Gygax

Dungeon Masters' Book

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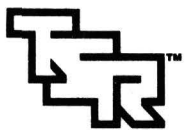

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Procedures

The following procedures are covered in this section:

Anti-Magic Effects
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Dominion Income and XP
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Experience Point Values
XP of Selected Monsters
Hit Roll Charts (Monsters)
Immortals
Intelligence
Mystics
Reality Shifts
Record Keeping
Spell Casters (Non-Human)
Undead Lieges and Pawns

Anti-Magic Effects

Magic can sometimes be weakened or altered so that it is canceled or functions only partially. This phenomenon is called Anti-Magic (abbreviated A-M). Anti-Magic is stated as a percentage chance that magic will not work within a given area.

The first encounter with Anti-Magic for most PCs occurs when they confront a beholder, whose central eye projects an Anti-Magic ray. This ray's A-M value is 100%; magic will not work within the ray.

Some very rare creatures (notably Immortals) possess partial or total Anti-Magic.

Why A-M Exists

Anti-Magic results from differences between life forms native to different planes of existence. Magic native to the Inner Planes of existence (the Prime, Ethereal, and Elemental planes) functions best when used on creatures and things native to those planes. Creatures from other planes are not made the same way.

All creatures native to the Inner Planes are made of components of the four Spheres of Power (Matter, Energy, Time, and Thought) and are all governed by the Sphere of Entropy (or Death). But creatures of the Astral and Outer Planes lack one or more of the four components, and may avoid most of the effects of Death as well.

Magic Affected

When A-M is used as an attack form (such as the beholder's ray), it is powerful enough to cancel the effects of all forms of magic, including permanent items. The instant a magical item is moved out of the ray, it regains normal power. Anti-Magic radiated by a creature is slightly different; it is sporadic and only affects temporary magic.

Temporary magic includes all spells, potions, scrolls, wands, staves, and rods. All effects produced by permanent magic items (such as the *haste* effect that a *sword of speeding* can produce) are also temporary effects, subject to dampening by Anti-Magic.

If no percentage is given for the A-M effect, it is 100% and affects all magic within the area noted. Otherwise, each temporary magical item or effect must be individually checked for cancellation of its power as soon as it enters the A-M area. A-M is checked each round by rolling d100. Once an effect is negated, it remains cancelled for the entire encounter. A magic effect is cancelled if the result is equal to or less than the given A-M percentage.

A-M Duration

It is important to note that A-M is not a *dispel magic* effect. Cancelled magic may return once it leaves the range of the A-M effect. Magic cancelled by radiated A-M remains cancelled for one turn after it leaves the A-M area.

The time during which a magical effect is negated *does* count as part of the duration of the spell or effect. Magical effects described as instantaneous (*fire ball, lightning bolt,* etc.) are destroyed by the A-M and do not reappear later.

Detailed Examples

1. Potions

An Immortal comes within A-M range of a *potion of flying.* The potion is deactivated (by random roll) and becomes non-magical flavored water. If consumed during this time, the water has no effect, and all benefits are forever lost. If not consumed, the liquid again becomes a standard *potion of flying* one turn after the Immortal departs.

2. Personal spell effects

A fighter with *plate mail + 3* and *shield + 3* drinks a *potion of polymorph self* while his allies cast *bless* and *haste* spells upon him. He turns himself into a giant, picks up a nearby club, and attacks an Immortal. As he attacks, he steps within range and the DM checks the A-M, rolling once for each of the fighter's magical effects. By random roll, the *haste* and the *polymorph* are cancelled, but the *bless* is not. The character instantly resumes normal form and slows to normal speed but still gains a + 1 bonus to the Hit and damage rolls. He can no longer use the giant-sized club, but draws his *sword + 3* instead. The weapon, armor, and shield are not checked, since they are permanent magic items. When the DM checks again at the start of the next round, the *bless* is negated also, so the bonuses no longer apply.

One turn after the combat ends, the fighter's *polymorph* and *haste* effects reappear. The fighter can continue to use the *polymorph* effect for 5-10 more turns (the potion effects lasts 7-12 turns, minus one turn for the combat and one turn to recover from the A-M effect). The *haste* continues for one more turn (the spell effect lasts for 3 turns). One round after the *haste* and *polymorph* effects resume, the *bless* effect returns, and lasts for about four turns more.

3. Area spell effects

A 25th-level magic-user is standing 140 feet away from an Immortal (we'll call it a screaming demon) who is surrounded by ten tough trolls (45 hp each). The magic-user casts a *fire ball* at them. Having heard that this screaming demon has personal A-M effects, the magic-user aims the blast to explode 10 feet from the demon. Her player rolls 20d6 (the maximum) for a total of 91 points of blast damage. The DM checks the demon's A-M range and percent and notes that the blast effect of the *fire ball* will be cancelled when it reaches the A-M.

The *fire ball* explodes outside of the A-M range and the blast expands to fill the usual 20-foot-radius sphere, but within 5 feet of the demon it is stopped as if blocked by an invisible shield. The demon isn't even singed, nor are two of the trolls who happen to be within 5 feet of it.

If the A-M fails to cancel the *fire ball*, the demon and the trolls take damage from the blast. Each may make a Saving Throw vs. Spells to take only half damage.

If the *fire ball* were aimed to explode within 5 feet of the demon, and if the A-M then cancelled it, the explosion would not occur at all. Because the spell is *instantaneous,* the *fire ball* will not reappear at a later time.

Character Notes

This section contains guidelines for players to roll up high-level characters, avoiding the long and arduous task of building a character up from first level. The DM should only allow experienced players this option.

Ability Scores and Saving Throws

By the standard rules, the only ability score that can affect a saving throw is Wisdom (affects Saving Throws vs. Spells). The DM does, however, have the option to apply ability score bonuses and penalties to other saving throws, as noted below.

Strength: modifies Saving Throws vs. Paralysis and Turn to Stone.
Intelligence: modifies Saving Throws vs. Mind Attacks (*charm, confusion, control, fear, feeblemind, sleep*)
Wisdom: modifies Saving Throws vs. Spells and Staves
Dexterity: modifies Saving Throws vs. Wands and Dragon Breath
Constitution: modifies Saving Throws vs. Poison (but not Death Ray)
Charisma: No bonus to saving throws

Creating High-Level Characters

A character of 25th or higher level is the product of many hundreds of hours of game play. By this time, the player of such a character should have acquired the experience needed to properly handle the multiple spells, options, and other complex details of the character's professional life. The skills needed to combine good role-playing techniques with a mastery of technical information are hard to acquire, and inexperienced players may have difficulties playing high-level characters.

If the DM is capable of running well-planned, detailed games for high-level characters, players might be allowed to create high-level characters on occasion rather than building them over many hours of play. If the DM allows inexperienced players to do so, he must be careful that the game does not degenerate into a series of hack and slash combat exercises with little real role playing and altogether too much rule searching.

It is the DM's responsibility to guide inexperienced players, especially if the creation of high-level characters is allowed. Help the players to develop their problem-solving skills. Encourage negotiation, planning, clever tactics, and role playing over too much combat.

If your players want to give high-level play a try, the following system may be used to generate a high-level character who can easily fit into your campaign. Many of the steps require choices on your part, so review the whole procedure carefully before starting.

1. Choose a Class

The player must first choose a race and profession for the character. The DM may disallow certain classes depending on the needs of the campaign, the adventure, or other limitations. The character's name and alignment should also be chosen at this time—the latter may be dictated by the choice of class. Use a sheet of paper to record these and subsequent details.

2. Generate Ability Scores

The DM may require random rolls, but this arbitrary method can result in conflicts with the class chosen. Permit re-rolling if necessary to avoid conflicts.

The DM may also give the player a point total and allow the player to choose specific ability scores to fit the character being created. A total of 60-90 points is a good range. The DM may set maximum and minimum scores in one or more categories. Of course, the range of 3 to 18 for ability scores still applies.

CHART A: ABILITY SCORE BONUSES AND PENALTIES

Strength, Wisdom, Dexterity, Constitution Ability Score	Adjustment
3	-3 penalty
4-5	-2 penalty
6-8	-1 penalty
9-12	No adjustment
13-15	+ 1 bonus
16-17	+ 2 bonus
18	+ 3 bonus

CHART B: INTELLIGENCE EFFECTS

Int. Score	Effect
3	Has trouble speaking; cannot read or write alignment language
4-5	Cannot read or write Common
6-8	Can write simple Common words
9-12	Normal language use; can read and write Common and alignment tongues
13-15	As 9-12, + 1 bonus language
16-17	As 9-12, + 2 bonus languages
18	As 9-12, + 3 bonus languages

3. Note Bonuses and Penalties Based on Ability Scores

Refer to Charts A through C. Remember that these bonuses and penalties apply to the following game details:

Strength: Hit rolls, damage rolls, Open doors rolls. Optional: Saving Throws vs. Paralysis and Turn to Stone
Intelligence: Number of languages known or trouble with language use. Optional: Saving Throws vs. Mind Attacks
Wisdom: Saving Throws vs. Spells
Dexterity: Armor Class, Missile fire Hit rolls. Optional: Paired Combat Initiative using Reactions column of Chart C. Optional: Saving Throws vs. Wands
Constitution: Hit points (per die rolled). Optional: Saving Throws vs. Poison
Charisma: Reactions of others, maximum number of retainers, retainer morale

4. Determine Character Level and XP Total

The DM decides the level at which the character starts, possibly by a random dice roll. If all of the players are starting high-level characters, the DM should decide on a base level and allow each character to start 1-4 (1d4) levels higher than the base. For example, with a base level of 20, all the characters start at levels 21-24.

If one or more PCs are already high level, new characters should start no higher than two levels below the lowest-level existing PC. Remember that demi-humans gain special bonuses at given amounts of experience.

CHART C: CHARISMA EFFECTS

Charisma Score	Reaction* adjustment	—Retainers— Max number	Morale
3	-2	1	4
4-5	-1	2	5
6-8	-1	3	6
9-12	None	4	7
13-15	+ 1	5	8
16-17	+ 1	6	9
18	+ 2	7	10

* The result of the Reaction adjustment column is used also for Dexterity adjustments if using the optional Paired Combat Initiative.

5. Find Current Cash Total

Assign each new character cash equal to 1% of his or her experience points in gold pieces. This money is not used for purchasing items. It is the amount the character has left when fully equipped.

You may adjust the percentage to fit your campaign, but the amount should be a function of the XP total. If you keep your characters poor (through taxes, thieves, etc.), the percentage may be as low as one-tenth of 1%.

6. Find Total Hit Points

First find the hit points gained up to Name level (8th level for halflings, 9th level for all other characters). Any human, dwarf, or elf character gets nine rolls; a halfling gets eight.

High-level characters, having survived for a long time, usually have greater than average hit points. The DM may account for this by allowing any roll of 1 to be treated as a 2. If desired, this may be extended to treating 2s as 3s.

Another method is to calculate the average number of hit points per die (2.5 for d4, 3.5 for d6, and 4.5 for d8) and multiply that result by the number of Hit Dice.

After finding the total hp from die rolls, modify it according to the Constitution bonus or penalty. Note that the total adjustment is once per Hit Die.

Finally, add the bonus hit points gained for each level above Name level. (These bonuses are not modified by Constitution.)

Cleric or Druid: 9d6 (9-54 hp), +1/level thereafter. Average per die: 3.5

Fighter (or Paladin, Knight, Avenger): 9d8 (9-72 hp), +2/level thereafter. Average per die: 4.5

Magic-user: 9d4 (9-36 hp), +1/level thereafter. Average per die: 2.5

Thief: 9d4 (9-36 hp), +2/level thereafter. Average per die: 2.5

7. Choose Normal Equipment

A high-level character should be given any non-magical items desired, within reason. A powerful character would have acquired much in the course of a long and fruitful career. The player should eventually make a complete list of all these items, but a partial list should suffice for the moment. Note that many common supplies may be kept in storage and not carried with a character.

The DM may wish to limit certain large or unusual items (sailing vessels, castles, etc.), but these are reasonably common properties of high-level characters. Some money may still have to be paid for dwellings, however. The DM may add any limits and outstanding debts, but must inform the player.

Alternatively, a character may be given an amount of cash (such as 20,000 gp or 1,000 gp per level) to be spent on non-magical supplies. The DM may set the prices of supplies to suit the campaign, making some items common, therefore cheap, and other items rare and expensive.

8. Find Magical Equipment

Any character of Name level or greater should possess several magical items. The exact number depends on your style of play and personal preferences. Given here are two methods to find the number and type of magical items a new high-level character possesses. One of these two methods should be workable in most campaigns.

Buying: All characters get a number of gp per experience point to begin. This money is to be spent on magic alone. Give the players a list of available magical items. A player may spend the funds available for any number and type of magical items.

This Buying method is the most popular. A player may choose to buy a very powerful item (a *Staff of Wizardry*, for example), paying an exorbitant price for it, and taking fewer items overall as a consequence. The Buying method allows for great freedom in developing a character.

The DM can use the Magic Item Price Ranges Chart to help decide the price of each magic item, or the following rule of thumb may be used to help determine the price:

a. Determine the type of item and begin with the base price.
b. For every plus, add the base price to the current total.

MAGIC ITEM PRICE RANGES

Armor	10,000 to 150,000 gp
Misc. Item	5,000 to 750,000 gp
Misc. Weapon	5,000 to 250,000 gp
Missile	1,000 to 5,000 gp
Missile Device	10,000 to 250,000 gp
Potion	1,000 to 10,000 gp
Ring	10,000 to 250,000 gp
Rod	25,000 to 500,000 gp
Scroll	5,000 to 75,000 gp
Shield	5,000 to 100,000 gp
Staff	15,000 to 300,000 gp
Sword	5,000 to 500,000 gp
Wand	5,000 to 150,000 gp

c. For every spell-like ability, determine what the equivalent spell's level would be and add the base value for each level.
d. If the ability is phenomenal (such as a *wish*), add 100,000 gp to the value.
e. For every charge possessed, add one-tenth of the base level.

Assortment: Each player may take a number (selected by the DM) of potions, scrolls, wands (or staves or rods), rings, miscellaneous items, armor and shield, and weapons. The strengths (pluses) are determined, where applicable, by a d100 roll using the appropriate charts on pages 46 and 47 of the D&D®*Companion Set*, DM's Book.

The Assortment method gives all characters a fairly even starting point.

On the average, a character has a number of magic items equal to half of his or her level of experience, including one permanent item for every four levels of experience. Though this may seem quite generous, remember that a high-level fighter (for example) often has a set of magical armor, a magical shield, one or two permanent magical weapons, and a few temporary ones (usually missiles)—plus a few potions, a useful scroll or two (often *Protection*), a ring, and possibly a few miscellaneous magical items. The fruits of a lifetime of adventuring are many indeed!

The DM will probably want to exclude, for reasons of game balance, certain items (such as anything with *wishes*) from either method of selection.

The actual types and functions of most of the magical items should be known by the player. Assume that all cursed or otherwise harmful items have been discovered and appropriately cleansed or disposed of. The number of charges remaining (where applicable) may be given approximately, but it is recommended that the DM tell the player how many charges remain within a plus or minus 10% range, to cause uncertainty. For example, a player might think that a wand has about 50 charges, but should be unsure of the exact number.

When in doubt as to the amount of magic to give out, be stingy. If characters have too little magic, the DM can always add more during an adventure. It is far more difficult to take away items already in play.

9. Calculate Armor Class, Saving Throws, Hit Rolls, Wrestling Rating

Remember that a character's Armor Class (AC) is the total of the type of armor worn, plus magical protective devices (such as rings) and the character's Dexterity adjustment. Saving throws are given in each char-

racter class description, and Hit rolls are readily available from the standard chart in the Player's Book.

The Wrestling Rating (WR) should be calculated and noted at this time, so that unarmed combat can be run smoothly and quickly. Full details on the unarmed combat system are given in the *Companion Set* Players' Book (pg. 6-7). Use the following procedure to find the WR:

a. Divide the character's level by 2, rounding up.
b. Add or subtract the adjustments for Strength and Dexterity scores.
c. Find the character's AC without any magic or Dexterity bonuses and add it to the total. This final result is the character's WR.

10. Note Special Abilities

The player should review all the abilities of the character's class, as given in the Basic, Expert, Companion, and Master Sets. A cleric's Turn Undead abilities along with spells, special fighter techniques, magic-user spells, thief percentages, and demi-human special abilities should be written down on the player record sheets.

Details on all magical items owned should be reviewed to ensure their proper use. Notes on their effects should be added to the character record sheet to avoid later delays for research. All spells should also be reviewed.

For magic-users, decide which spells a character knows and record them in the character's spell book. A magic-user should have at least one more spell (at each spell level) in the book than the character can cast per day. For example, a 26th-level magic-user can memorize four 8th-level spells, so the character should have at least five 8th-level spells in his or her spell book. Remember that all magic-users acquire *read magic* as their first spell.

Elf characters can gain more spells for their spell books even after they peak at 10th level. For an elf's spell book, find the elf's equivalent level (comparing the elf's experience points to those of a magic-user and give the same number of spells as for a magic-user, but only give spells through level 5 (the maximum that an elf can memorize). In addition, an elf character may have scrolls of higher-level spells. The DM may wish to add a 10% chance of failure whenever an elf uses a scroll with a spell of 6th level or higher. The same rule should apply to magic-users.

11. Reveal Other Special Details

The DM may choose to prepare a detailed background for each new character. The character may be affected by a quest, curse, obligation, or other external force. Current rumors, mysteries, or clues to be traced may also be given to a player.

Other details which may be developed are retainers, troops, or a dominion. If the character is a ruler, the DM should have a general idea of the location of the character's castle and the size, location, population, and resources of the dominion.

Using these basic dominion details, the net monthly incomes (Resource, Tax, and Standard) can be quickly calculated. For an established dominion, assume that the current treasury total is equal to three months' unmodified income.

The dominion confidence level starts at 250 (average).

If the character rules lesser dominions, their details should be determined too.

Retainers: A character may gain retainers whose total levels equal the character's as long as: (a) no retainer's level is greater than half that of the character; (b) the retainers are of the same general class as the PC (such as fighter retainers for a Paladin or Knight); (c) the number and morale of such retainers may not exceed that determined by the character's Charisma score.

Retainers should have a full complement of common equipment, including any mounts. All the costs of finding and hiring them have already been paid. Any magical equipment must be purchased by the player character as part of the magic chosen by the character in step #8.

Troops: Any ruler may have a standing army. Other characters may have a group of mercenaries, but only with the special permission of the local ruler. The number of troops is limited to no greater than four times the character's level in total Hit Dice. These troops have normal weapons, have trained (with the PC) for 13 weeks or less, and have less than 2 Hit Dice each, with officers having 1 more Hit Die.

The cost of hiring, equipping, and training these basic troops is considered already paid. Higher-level troops or officers, better equipment or training, mounts, missile fire ability, flying ability, magic, etc. cost extra. As soon as the character starts play, normal costs (such as monthly expenses for support) begin.

Use the *War Machine* mass combat system from the D&D®*Companion Set* to calculate the troop class and battle rating of the force. If mass combat occurs, use either the *War Machine* or the BATTLESYSTEM™ Combat Supplement to resolve it.

12. Establish Character Background and Personality

The player may want to create the following details of the character's background:

Place and time of birth
Social and financial status of parents
Early training and cultural exposure
Times, locations, and results of noteworthy adventures
Recent conflicts, successes, etc.

The player should also think about ways to establish and develop the character's personality, including such factors as:

Physical attributes
Mental attitudes
Likes and dislikes
Personal quirks
Lifestyle
Preferred companions
Preferred weapons and methods of combat
Ambitions, hopes, goals, and future plans

Retiring Characters

For a variety of reasons, a player or the DM may decide that a character should be retired. A player may lose interest in a character. The DM might then make the character an NPC and have him reappear during later adventures. The character might still rise in level, but at a lesser rate of progress. Discarded characters who were fully developed in the past are ideal for new players who want to play established characters.

The DM may decide that a character is no longer suitable for a particular campaign due to an excess of money, items, or power, very poor play, or some other reason. Before retiring the character, the DM should discuss the problem with the player and try to find alternatives. Remember that a properly played but too-powerful character may be suitable for another DM's campaign.

Whenever any character is retired from play, provide the other characters with logical reasons for the disappearance. An adventurer might move away (to another continent or region), die of natural causes or old age, or mysteriously disappear.

Dispel Magic

This spell is an extremely powerful tool when used by high-level casters. Note the following guidelines for its use.

When a *dispel* is cast, its impact on each spell effect within its area must be considered. Any spell effect created by another character of a level equal to or less than the caster of the *dispel* is automatically and instantly destroyed. A spell effect created by a higher level caster might not be destroyed, but the chance of the *dispel* failing is only 5% per difference in the casters' levels.

Note that *dispel magic* spells produced from a *ring of spell storing* are treated as if the caster were 5th level (if a magic-user spell) or 8th level (if a clerical spell).

A *staff of dispelling* produces its effect as if a 15th-level caster. It has the additional power of destroying temporary magical items, and even temporarily deactivating permanent magical items, if it touches the object.

The DM may decide to optionally add this effect to the spell use. The caster could then cast *dispel magic* in concentrated form, so that it remains on the caster's fingertips until an object is touched. This altered form is called a *touch dispel*, and is treated as if a reversed spell, even though the effect is not the reverse. A magic-user must memorize the spell in this special form for it to be usable in this way; a cleric may alter (reverse) the casting of any *dispel magic* already memorized.

Touching any creature or object releases the effect. The *touch dispel* cannot be suppressed. The effect can itself be *dispelled* if not immediately released. The spell effect vanishes from the fingertips in one turn if not used within that time. The *touch dispel* also vanishes if the caster attempts to cast another spell (both spells are negated).

Touch dispel can affect only one magical item. If two or more items are touched at the same instant, the one affected is determined randomly.

Touch dispel is subject to the same chance of failure as the normal form of the spell (5% per level difference against items made by higher-level casters).

Effects on Items

A *touch dispel* may destroy any temporary magical item or temporarily deactivate any permanent magical item. A magic item may resist the *dispel* effect equal to its inherent magic level as defined below.

A magical item within a non-magical container can be affected if the container is touched, but the container doubles the level of the magical item. Multiple non-magical containers each double the magical item's level. *Touch dispel* can never be transmitted more than 5 feet through such multiple containers. For example, a potion is normally found in a vial. If the potion liquid is touched, its listed value of 6th level is used, but if the vial is touched, the potion within is treated as 12th-level magic. If the vial is within a backpack and that backpack is touched, the magic is treated as 24th level.

If a non-magical container holds two or more magical items, only one item can be affected by a *touch dispel* applied to the container. The item affected is determined randomly.

If a magical container is subjected to a *touch dispel*, it is the recipient of the effect, and any items it contains are not affected.

Specific Item Notes

Potion: Treat as 6th-level magic. If the *touch dispel* succeeds, the magic is destroyed, leaving a flavored, colored, non-magical liquid.

Scroll: A scroll is given an effective level equal to the spellcaster level at which the highest level spell contained may first be cast. Success destroys all the spells on the scroll, but not the parchment itself; failure means that no change occurs. Individual spells cannot be removed in this way: all the spells either remain or vanish.

Wand or Staff: These charged items are treated as 12th-level magic. If the *touch dispel* succeeds, it may have one of two effects, DM's choice:

Option 1: The *touch dispel* drains a number of charges equal to the caster's level. If the number of charges reaches zero, the magic is gone, leaving a non-magical item.

Option 2: The item becomes permanently non-magical, regardless of charges.

Miscellaneous Magic: Any miscellaneous magical item is treated as if 36th-level magic unless its creator's level is known, in which case that level is used. If the item has a number of charges, apply the procedure given for wands and staves, above. If not charged, it is a permanent item (see below). If the item is destroyed in the course of its one and only use (such as an *egg of wonder*), it is considered to have one charge.

Permanent Item: This category includes rods, rings, armor, shields, and weapons. These permanent items are treated as 18th-level magic (the minimum needed to cast a *permanency* spell) unless the item description specifies otherwise. In addition, one level is gained per plus and per each additional power. If the *touch dispel* succeeds, the item is deactivated (becomes non-magical) for 1-10 rounds. The item's powers resume after this duration.

Dominion Income and XP

PC rulers may gain XP through rulership, by collecting Resource and Tax Income from their peasant subjects (as described in the D&D® *Companion* DM's Book, pages 4-5). A player may use one character to adventure while other characters gain XP through ruling their dominions.

Modify this procedure as needed to maintain game balance. PCs should not gain vast amounts of XP by avoiding adventures! A PC should gain no more than 1 level of experience for 12-18 months of rulership (not counting XP from adventures).

PC overlords gain no XP for the payments from their lesser rulers (the Salt Tax). These payments are usually in the form of troops or merchandise, but may be cash. This income has already been credited to the local ruler (for XP purposes), and cannot be counted as XP for other rulers.

Note that the XPs earned by NPCs are always half the amount given to PCs, whether from adventures, rulership, or other activities. NPC rulers may thus rise in level (and power) as time passes, but not as fast as a PC.

Some Dungeon Masters may object to a PC receiving experience for passively remaining in a dominion. There are ways to discourage PC inactivity. The DM could increase the chance of a coup by 10% for every year the PC stays in his dominion (or 5% for every month). Alternately, the DM may apply double the normal chance for Unnatural Events per game month. Make sure the players know of these penalties in advance.

The following are clarifications for use in determining dominion income and XP gained for special situations.

Adventuring Rulers: A PC does not gain full XP from rulership during any month in which the PC goes out on an adventure. The XP earned is a percent equal to the amount of time spent on rulership and administration.

Rich Resources: Any dominion hex that brings in more than 15,000 gp of Resource income must have its own local ruler, lord of that hex alone. Otherwise, part of the resources are stolen by bandits, greedy peasants, nearby rulers, or other individuals who covet the wealth (d10 x 10%).

The wealthy hex and its ruler may be part of a greater dominion ruled by a PC; the PC gains 20% of the income generated thereby (as noted on page 6 of the DM *Companion* book), though not the XP for it.

Limit Family Skills: Each family may work only one resource.

Resource Maintenance: All the resources in an area must be worked. Animal and vegetable resources cannot be ignored in favor of total exploitation of a mineral resource; such a method of rulership would bring rebellion. Each resource should be supported by at least 20% of the total number of families in the hex. Many peasant families prefer farming to mining and would strongly resent being forced into the mineral trade. If the peasant populace is forced to mine, apply a penalty against the next dominion confidence check of -1 per 10 families greater than 50% of the total population so forced.

Encounters

This section provides several guidelines and systems, developed through years of playing, to help you run a better game.

Goals

This topic is the most important aspect of your D&D® games. Goals give the players and the DM something to strive for, and provide all with a sense of reward and accomplishment once completed. Without goals, the most exciting adventures imaginable are just simple exercises. The best and longest-running D&D games are those that have definite objectives. Without a greater purpose, players quickly lapse into boredom.

A question that the DM must answer for everyone is: why are the characters adventuring? The Dungeon Master should offer several levels of goals and several options for each goal. By presenting possible goals, the DM can keep control of the campaign while leaving freedom of choice in the hands of the players, where it should be. Here are some levels of goals to consider:

A *campaign goal* has a very broad purpose, usually involving the fate of a nation or entire world and ties together all the adventures and happenings in the campaign. This goal creates the major struggles of the world. Your campaign goal might be "To bring peace to the world," or "To crush the evil empire of Alphatia and free the homeland of Thyatis," or some other great and noble purpose. The PCs might be a small but crucial part of the action toward that goal, or might be major forces in the fight. If a campaign goal is ever completed, there should follow a period of relative quiet, perhaps even tourneys and festivals, before a new campaign goal is introduced.

The campaign goal can consist of several long-range, strategic goals. Each represents a step toward the overall goal, but is still very broad, reached after playing many adventures. Strategic goals might be "To free our continent of evil tribes," or "To unite the nations so they will aid us in our fight against evil."

Each strategic goal is comprised of many short-range, tactical goals. The goal of uniting the nations could be made up of tactical goals like "Befriending the good creatures of the Forbidden Forest," "Aiding the good people of Ylaruam so as to oblige them to aid us in the future," and so forth.

In addition to adventure-related goals, each character often has personal goals that affect other goals. A PC might seek great personal power, friendship, or a collection of magical items.

The DM shouldn't force goals on the players. Offer possible goals to the players, adding a hint of the mystery that lies ahead. Be prepared to change goals as needed, for players can be amazingly unpredictable and inventive. All types of goals change often, as the players contribute their own ideas and preferences to the shape of the overall campaign. The final result is a unique blend of the DM's intentions and the players' imaginations, enjoyable by all.

Write the goals down. This helps to organize your thoughts, creates well-defined objectives, and develops a plan for your campaign.

In creating dungeons, wilderness encounters, and other game elements, always consider the various goals of the campaign. Design for a specific purpose. This is not to say that each and every game must be a serious step toward a goal. Simple dungeon explorations are very entertaining on occasion, a release of frustrations and a welcome lapse back to the basics of the game. Having goals doesn't prohibit light-hearted adventuring. If humor is not well-represented in the game, the DM and players are taking it much too seriously. Make jokes, toss out puns, and set up purely frivolous and ridiculous situations. Enjoy yourselves! But, in the long run, adventures are far more satisfying, and more interesting, if there are well-defined goals to strive for.

Changing Monsters

The monster descriptions given for the D&D® game are only guidelines. You may change details to suit the needs of your campaign or a specific adventure. Unexpected changes add new levels of excitement and mystery. However, use change only rarely or else the element of surprise is lost, and players may become frustrated because they cannot learn what to expect and how to respond.

Size

The Hit Dice given for a type of creature should be taken as the average. Both smaller and larger versions certainly exist.

To change the size of a monster, use the following modifiers:

If smaller	-1, -2, or -3
If larger	+1, +2, or +3

These modifiers are the same as ability modifiers for characters. These size modifiers are used in the following manner:

Hit Points:	add the modifier per Hit Die.*
Hit Rolls:	add the modifier to the roll.
Damage:	add the modifier per die of damage.*
Saves:	subtract the modifier from the roll.
Armor:	subtract the modifier from the AC.

*There should always be a minimum of 1 point per die.

To calculate the XP value of different size monsters, take their total hit points and divide by 5, rounding fractions. This is the number of Hit Dice to be used when calculating XP value.

For example, a normal-sized gorgon would have:

AC 2; HD 8*; THACO 12; Dmg 2d6; Save F8

The largest variety of common gorgon would have:

AC -1; HD 8+24*; THACO 9; Dmg 2d6+6; Save F8+3; XP Value: As 13 HD

Some creatures that live in tribes have hereditary leaders who gain the title by birth. The larger size of these leaders can be reinforced through the generations, to a maximum of 5-8 times normal size. This is very rare, but not impossible. It is only found among tribal races of 3 Hit Dice or less.

Special Monsters: An unusually-sized undead might be Turned by a cleric with the same chances as the normal form, or possibly as a more or less powerful Undead (corresponding to the new Hit Dice). Hydras and certain other monsters must have a whole number of Hit Dice (corresponding to the number of heads). In such cases, round all pluses up to the next whole Hit Die.

Aging

Consider the average number of hit points per Hit Die as a reflection of a monster's age. A newborn creature would have 1 hit point per Hit Die (the minimum) and gradually gains more hit points as it ages. The maximum (about 5 points per die on the average) is reached at the prime of life: a mature, well-developed creature just approaching middle age for its race. After that point, hit points usually decline, reaching as few as twice the minimum (newborn) hit points. Size also often varies by age, beginning at 10-25% of adult size, growing to 100% or more, and shrinking to 90% of adult size in old age.

As an example of size and age variation, a neanderthal (HD 2, damage by weapon + 1), is born with only 2 hp (XP value of 1 HD), grows large and tough with experience, becoming an exceptional leader (HD 2 + 3, hp 13, attacking at + 2, damage by weapon + 3, XP value of 4 HD). As he gets older, he retires rather than risk death in combat with younger, stronger cavemen, and finally becomes an old and respected tribal counselor despite his reduced size (90% of 2 HD) and power (hp 10, damage by weapon -1, XP value of 2 HD).

Environmental Variations

Monsters may easily be adapted to different environments. Under water, for example, players would expect the usual predators—fish, shark, octopus, etc.—but might be surprised to find underwater forms of birds, dragons, people, undead, and so forth. These variations should be the same size as their upper-world cousins, but with a few differences suitable for their adaptation to the new environment.

Conversely, aquatic creatures could be found above the surface in air-breathing forms. They need not be bound to land travel, as anything with full maneuverability in water (by fins or other means) might be able to fly if it were air-breathing.

The DM might decide to allow special water-breathing creatures to venture into new territory only when conditions permit them to survive normally. Dense fog, pouring rain, deep snow, or other wet weather conditions might permit water creatures to be found wandering nearly anywhere. Snow sharks, their fins breaking through the drifts, might prove quite hazardous to travelers in the winter months. Giant jellyfish might be found floating about on low cloud cover, their tendrils trailing down in the rain, snagging passers-by.

Remember that in adapting monsters to new conditions, the DM is not bound by the rational limits of our normal world. But the DM should try to find logical reasons within the framework of the fantasy world for why and how these unusual situations come about. Although it may be easier to just toss things in without worrying about reasons or consequences, you will find that "rational fantasy" can provide much more entertainment all around.

Wandering Monsters

For high-level characters, the standard wandering monster charts provide nothing more than light exercise. But opponents worthy of such characters are not common, and should not be found strolling about aimlessly.

In low-level play, wandering monsters help to maintain alertness. At high levels, they no longer serve that purpose but should still be encountered to provide entertainment. A well-played group of bugbears can provide much comic relief, if nothing else. Even hordes of low-level monsters with well-planned strategy and traps can serve to challenge or delay high-level characters.

To reflect the powers of high-level characters, you may alter the Morale system. If a magical display is new to the encountered creatures, they might decide to retreat and reconsider their position. If a tough member of a group of monsters is instantly dispatched by a fighter using a Smash option, the others may decide that there must be easier prey elsewhere.

Whenever an encounter seems too easy, consider omitting it entirely or summarizing it to save game time (a quick glimpse, a monster's scream, and the patter of running feet...).

Try to avoid the easiest solution—the appearance of only powerful wandering monsters. Characters would start to wonder where the lesser creatures went!

Word of a high-level party's power will certainly circulate in any dungeon setting, along with descriptions of individuals, and most weaker monsters will watch for and avoid these deadly humans. This would explain the scarcity of low-level monster encounters, but some monsters would not get the warning and would be encountered occasionally.

If a weak monster serves as a clue to a dangerous but as yet undiscovered situation, it serves a definite purpose and should be kept. For example, wandering creatures might be *charmed* allies of a nearby powerful wizard. A usually friendly treant might refuse conversation and attack, or a giant might be unusually talkative. Subtle abnormalities can be revealing clues to clever players.

Monster Reactions

As noted in the D&D® *Basic Set*, monsters may have almost any reaction to the appearance of PCs unless the monster description specifies otherwise. If the DM neglects this rule, encounters may degenerate into predictable fights, without any opportunity for negotiation, conversation, or role playing.

The Reactions Chart is reprinted on page 9 for your convenience. Roll 2d6 when monsters are encountered and apply the results noted.

With this system, a 2 or a 12 on the first roll gives immediate results; all other rolls give the PCs at least 1 round to influence the monsters' reactions. No more than three rolls are needed.

The actions or words of the PCs may affect reactions. Adjustments for PC actions can range from a -2 penalty to a + 2 bonus.

Negotiation may include exchanges of information, threats, bribes, or other means of communication. Remember that Chaotics need not keep their promises, but that Lawfuls always do so. Neutrals take whatever action is in their own best interest.

PC actions may override the results of the chart, of course. Any creature that is attacked will probably attack in return, flee, or take some other natural course of action.

Balancing Encounters (Optional)

The following system may be used to determine the impact of an encounter when the DM is uncertain if it is a fair challenge. This comparison gives a fairly accurate estimate of an encounter's impact and has withstood general playtesting. Exceptions to this system may be found, but it will normally work if the averaging assumptions are taken into account.

The following assumptions are made when using this system:

The PC party is composed of appropriate character classes and adequately equipped (including magic). Review any special abilities of this encounter's monster and make sure that the party has the means to damage the creature or to avoid its abilities. If the party does not have the means, this encounter is too tough for them.

The monster is encountered in a normal melee. If the monster is waiting in ambush, has special weapons, or has special traps, the DM should treat the encounter as one level tougher than the calculations show.

The monsters encountered are all the same type. If a mixed group of monsters is encountered, make sure the total of the monsters' adjusted Hit Dice falls within the desired range. If the monsters are mounted, add only half the HD of the mount or rider, whichever is weaker, as additions to the adjusted Hit Dice of the larger of the mount or rider.

The total party level (TPL) is equivalent to the adjusted Hit Dice value of the monster. The party level is not adjusted for magic or special abilities, which are considered to be evenly divided among the party, thus dispersing their impact. If the DM believes special abilities will play a major role in the encounter, power bonuses, as described below, should be added to the TPL.

Procedure

Follow these three steps to determine the impact of an encounter:

1. Determine the TPL (Total Party Level) of the PC party.
2. Determine the individual monster Hit Die potential using power bonuses.
3. Determine the type of challenge faced.

Determine the TPL: The total party level is the sum of the experience levels of all the characters in the party. If the DM decides to use power bonuses, treat TPL as Hit Dice.

Find the individual adjusted Hit Dice: The individual adjusted Hit Dice represents the monster's potential, a combination of its size and special abilities.

If there are any additions to the Hit Dice, divide that number by five, rounding off, and add the result to the number of Hit Dice (e.g., 4 + 3 = 5 HD). If there are any subtractions, subtract ½ HD per 2 points (e.g. 1-1 = ½ HD). Then add half of the original Hit Dice for each power bonus. Power bonuses include:

1. Each asterisk next to a monster's Hit Dice. (e.g. A monster with HD 9** = Adj HD 18.)
2. For NPCs, a power bonus is awarded if:
   a. Everyone in the party has + 2 weapons or better.
   b. There are spell casters. Total the highest spell levels that each caster in the group may cast, divide by two, then divide by the number in the party, rounding up. (e.g. If a party has four members and one can cast 1st- through 8th-level spells, treat as 1 power bonus)

Determine the Challenge: This step may be applied to creating an encounter or to measuring its impact. The challenge level of an encounter is expressed as a percentage (divide the total adjusted monster Hit Dice by the TPL). The following table gives the ranges for different levels of challenge.

THE CHALLENGE OF AN ENCOUNTER

Adj. HD Percentage of TPL	Challenge Level
Over 110%	Extreme Danger
91%-110%	Risky
71%- 90%	Major
51%- 70%	Challenging
31%- 50%	Good Fight
21%- 30%	Distraction
11%- 20%	Minor
Up to 10%	Too Easy

MONSTER REACTION CHART

First Roll	Reaction
2	Attack immediately
3- 5	Generally hostile; roll again* 2- 8 Attack 9-12 Uncertain; roll again* 2- 5 Attack 6- 8 Leave 9-12 Friendly
6- 8	Uncertain; roll again* 2- 5 Attack 6- 8 Negotiate; roll again* 2- 5 Attack 6- 8 Leave 9-12 Friendly 9-12 Friendly
9-11	Possibly friendly; roll again* 2-5 Uncertain; roll again* 2- 5 Attack 6- 8 Leave 9-12 Friendly 6-12 Friendly
12	Immediately friendly.

* Wait 1 or more rounds, and consider overall actions, the speaker's Charisma (if verbal communication is established), and the overall situation before rolling again.

Extreme Danger: This encounter is a killer. If the PCs do not retreat or flee, they will probably be defeated and may die. This type of encounter is usually used for "no win" situations, when the DM wants it obvious that the players cannot beat the monsters in a fight.

Risky: The monsters are equal to the party and there is an even chance that either side may win. This encounter may require many of the party's resources, and some members may die. Risky encounters are sometimes used for the grand finale to a quest.

Major: This type of encounter is usually used as the main fight or climax of an adventure. If an adventure has little fighting, you may want to include one or two of these encounters.

Challenging: This encounter will challenge a party's might, but the party has the odds in its favor if the encounter is played well. If the adventure is short, three to five of these encounters may be used.

Good Fight: This most common level of encounter may make up half of an adventure. A good fight may also be a tough random encounter.

Distraction: This is a smaller encounter that will cost the party some hit points but should be easy to overcome. This level should be used when there are many encounters and the party has little chance to recover from previous ones.

Minor: Most random encounters should be of this level. Often minor encounters are used to warn a party of something worse ahead.

Too Easy: An encounter that is too easy is best ignored or played for humor. It is not a real challenge unless the party is weaponless or injured.

When creating an adventure, the DM should first choose the desired level of challenge. Then multiply the TPL by the challenge percentages to get a range of Hit Dice. Divide the highest number by the adjusted monster Hit Dice to determine how many monsters should be present. You can use any fraction to make one monster a larger leader, or treat the fraction as a youngster.

When checking the impact of an encounter, the DM should take the total adjusted monster Hit Dice and divide by the TPL x 100 to determine the percentage. Then, look up the result in the challenge levels.

Reversing the Process

By finding the total Hit Dice of a group of monsters about to be encountered by a party (according to the encounter key), the impact of the encounter can be estimated in advance. If the DM sees that the likely result is not desirable, the number appearing or their hit points may be modified.

There are many good reasons for modifying existing details (often called "winging it"). If the hour is late, the DM might wish to avoid a long, involved encounter. If the party is heavily damaged, the DM might want to avoid killing characters. If the party has been remarkably unlucky in finding treasure during the adventure, the DM might want to add more, with a corresponding increase in danger.

Revised Experience Point Values

Revised XP Value Chart

For experience awards to more accurately reflect the difficulty of encounters, the Experience Point Chart has been revised. The 1 to 6+ HD categories are the same as in the former chart (D&D® *Expert Set*, page 24), but the 7 to 20+ Hit Dice entries have been further subdivided. The DM may want to recalculate the XP values given for creatures in previous rule sets, but the differences are minor, and the XP for defeating creatures is normally 20% or less of the total XP gained by characters.

One asterisk for experience Ability bonuses is placed by the Hit Dice of a monster for each of its Special Abilities. Generally, a Special Ability is a power that can be used in melee, but which is not characteristic of basic survival skills. For example, a flying creature does not get an asterisk for good maneuverability, even though it may gain a Swoop ability thereby.

Any creature able to cast spells gains one Ability bonus asterisk for each two spell levels that can be memorized (an odd level counts as the next higher even level—a magic-user with 1st, 2nd, and 3rd-level spells gets 2 asterisks). *A spell caster's experience level is used for the calculation, instead of his or her Hit Dice.*

If a creature has magical items with attack powers, add one Ability bonus asterisk for each combat ability of such an item. Defensive and miscellaneous effects should add no asterisks unless they have some real effect on the encounter.

Any creature with spell-like powers gains one Ability bonus asterisk for each attack-type power. Again, defensive or miscellaneous spell-like powers do not normally add experience bonuses, though certain exceptional defenses may do so.

EXPERIENCE POINTS FOR MONSTERS DEFEATED

Monster's Hit Dice	Base XP Value	Special Ability Bonus per Asterisk
Under 1	5	1
1	10	3
1+	15	4
2	20	5
2+	25	10
3	35	15
3+	50	25
4	75	50
4+	125	75
5	175	125
5+	225	175
6	275	225
6+	350	300
7	450	400
7+	550	475
8	650	550
8+	775	625
9	900	700
9+ to 10	1000	750
10+ to 11	1100	800
11+ to 12	1250	875
12+ to 13	1350	950
13+ to 14	1500	1000
14+ to 15	1650	1050
15+ to 16	1850	1100
16+ to 17	2000	1150
17+ to 18	2125	1350
18+ to 19	2250	1550
19+ to 20	2375	1800
20+ to 21	2500	2000

For every Hit Die over 21, add 250 points to both the base value and the bonus. Any Hit Die with a plus (+) is counted as the next higher number.

Modifying XP Values

You may modify the XP value of any creature if it proves tougher or easier to defeat than its abilities would indicate. Defeating a 36th-level magic-user would normally bring 35,000 XP, but if the party *disintegrates* him by surprise before he can cast a single spell, they should earn less XP—probably 6250 XP (counted with no bonuses).

Exceptional defenses should be considered relative to the PCs' party. For example, a gargoyle gets one bonus for its immunity to normal weapons, since low-level characters (its usual foes) are usually equipped with few, if any magical weapons. But when high-level characters face gargoyles, this defense is no longer exceptional, and the XP value may be reduced accordingly.

When designing high-level adventures or dungeons, select monsters to match the characters' levels by using the XP values as guidelines. See the Adventure Planning system (*Companion Set* DM Book, page 2) for detailed information on this procedure.

Hit Roll Charts (Expanded)

Numbers Off the Chart

Hit rolls are given for targets of AC 19 through AC -20, but there are no upper or lower limits—the numbers may be extrapolated indefinitely to the right or left.

Going to the left, the number 2 also repeats five times, after which the numbers drop normally. Instead of going into negative numbers, each number of zero or less has an asterisk, indicating that extra damage is done by these hits. Note that an unadjusted (natural) roll of 1 should always miss.

Extra Damage (Optional)

Whenever the number needed to hit is a zero or less, an asterisk appears next to it on the charts. This indicates that (a) the attack hits unless a natural 1 is rolled, and (b) additional damage equal to the asterisked number is inflicted.

If this rule is not used, treat all Hit Chart entries of 1 and those with an asterisk as 2.

Modifying Hit Rolls or Armor Class

All adjustments to attack ability should be applied to the Hit roll of the attacker, but any defensive effects should cause adjustments to the Armor Class of the target. Strength, Dexterity, magic, range to the target, and other factors may affect the Hit roll. Armor, cover, magic, etc. affect the Armor Class of the target. Whenever an adjustment could be applied either way, apply it to the Armor Class of the target.

Partial Targets (Optional)

Sometimes a target is only exposed for part of a round (such as during a quick run between points of concealment). If so, the target gains a defensive bonus that varies according to the number of seconds the target is exposed. Make reasonable estimates of exposure times as needed. The defensive bonus applies to both Armor Class and saving throws. If no saving throw is normally given, this rule adds a saving throw of 20.

Seconds Exposed:	1	2	3	4	5	6	7	8	9	10
Defensive Bonus:	+9	+8	+7	+6	+5	+4	+3	+2	+0	+1

Immortals

As characters approach the ultimate 36th level, they will become aware of powers even mightier than they, powers beyond mortal ken. The influence of these powers is deeply interwoven with the fabric of campaign events, and it becomes clear that these superior beings manipulate the world, perhaps the entire multiverse, according to their own unknown goals. These beings are the Immortals.

Once mortal themselves, these heroes of legend served the advancing of the multiverse, gaining powers and responsibilities beyond the realm of the living as their reward. Now Immortals, they subtly manipulate the events of the multiverse to advance their sphere of power. Their maneuverings create challenges and epic sagas to test the worth of mere mortals while furthering the Immortals' own mysterious goals.

Each Immortal may serve only one sphere of power. The struggle for dominance between the spheres of power causes conflict in the campaign.

The Spheres of Power

The entire multiverse can be divided into five distinct components or Spheres of Power. These five spheres are Matter, Energy, Time, Thought, and Entropy (called the Sphere of Death). Everything in the multiverse is composed of all five of these components in varying degrees. An Immortal may serve only one of the spheres, seeking to either increase its influence in the multiverse or to maintain the balance of power among the spheres.

All alignments are present in every sphere, but one alignment is dominant in each sphere.

The *Sphere of Matter* is closely related to the element of earth. Its purpose is to withstand destruction and decay. This sphere stands for sturdiness and stability. Matter, in its three forms, is the building block of all things. Even in decay, matter uses the elements to create new forms. Matter is rich in variety and easily mutable to any form. Matter represents the Lawful alignment (order and form in all) and favors the fighter class. Matter is opposed to Time's efforts to cause change and provides Thought with existing order.

The *Sphere of Energy* is closely related to the element of fire. Its purpose is to create more energy and activity. Energy is highly active, dynamic and excited. It seeks to alter and transform things, consuming Matter, slowing Time, and exciting Thought to release more energy. Highly temperamental, energy is also very creative, channeling magical energies and forming things from the ether. Energy represents the Chaotic alignment (disorder and uniqueness) and favors the magic-user class. Energy is opposed to Thought's efforts to control it and seeks to transform Matter to continue at its highest level despite the ravages of Time.

The *Sphere of Time* is closely related to the element of water. Its purpose is to promote change in all things and to maintain the flow of time. Time is everywhere, ebbing and flowing, recycling the lessons of the past to remind the present. It is a creative, shaping force causing change through aging and rebirth. Time represents the Neutral alignment (seeking change, but also stability through the ages) and favors the cleric class. Time is opposed to Matter's efforts to withstand change, causes a loss of Energy through time, and teaches Thought the lessons of history.

The *Sphere of Thought* is closely related to the element of air. Its purpose is to categorize all of existence and to make all other spheres its tools. Thought is the very essence of the Immortals. It is realization, philosophy, and understanding. Thought seeks to analyze everything and can manipulate the other powers of the multiverse. Thought does not represent a single alignment, but is comprised of all alignments. It favors the thief class. Thought opposes the chaotic excesses of Energy and attempts to manipulate the effects of Time to create order and form in Matter.

The *Sphere of Entropy* or *Death* is not related to an element. Its purpose is the ultimate destruction of the multiverse. The four other spheres of power oppose Entropy but recognize its importance in the functioning of each of the other spheres. Entropy is the weakening of the fabric of the multiverse, rot, weathering, and dissipation. It seeks to bring all things to a stop, causing oblivion. At the same time, Entropy itself cannot exist without the presence of the other powers, so it seeks first to subjugate before bringing about oblivion. Energy seeks to destroy Matter, dissipate Energy, cause Time to stagnate, and stop new Thought.

Procedures

HIT CHARTS (ALL MONSTERS)

Creature's Hit Dice	Armor Class hit 19	18	17	16	15	14	13	12	11	10	9	Armor Class hit 8	7	6	5	4	3	2	1	0
Normal Man	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Up to 1	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
1 + to 2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
2 + to 3	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
3 + to 4	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
4 + to 5	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15
5 + to 6	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14
6 + to 7	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13
7 + to 8	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12
8 + to 9	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11
9 + to 11	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10
11 + to 13	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8	9
13 + to 15	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8
15 + to 17	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7
17 + to 19	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6
19 + to 21	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5
21 + to 23	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4
23 + to 25	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3
25 + to 27	*10	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2
27 + to 29	*10	*10	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2
29 + to 31	*11	*10	*10	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2
31 + to 33	*12	*11	*10	*10	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2
33 + to 35	*13	*12	*11	*10	*10	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2
35 + and up	*14	*13	*12	*11	*10	*10	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1
Armor Class Hit	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Creature's Hit Dice	Armor Class hit -1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	Armor Class hit -12	-13	-14	-15	-16	-17	-18	-19	-20
Normal Man	20	20	20	20	21	22	23	24	25	26	27	28	29	30	30	30	30	30	31	32
Up to 1	20	20	20	20	20	21	22	23	24	25	26	27	28	29	30	30	30	30	30	31
1 + to 2	19	20	20	20	20	20	21	22	23	24	25	26	27	28	29	30	30	30	30	30
2 + to 3	18	19	20	20	20	20	20	21	22	23	24	25	26	27	28	29	30	30	30	30
3 + to 4	17	18	19	20	20	20	20	20	21	22	23	24	25	26	27	28	29	30	30	30
4 + to 5	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26	27	28	29	30	30
5 + to 6	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26	27	28	29	30
6 + to 7	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26	27	28	29
7 + to 8	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26	27	28
8 + to 9	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26	27
9 + to 11	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26
11 + to 13	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25
13 + to 15	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24
15 + to 17	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23
17 + to 19	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22
19 + to 21	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21
21 + to 23	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
23 + to 25	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
25 + to 27	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
27 + to 29	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20
29 + to 31	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
31 + to 33	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
33 + to 35	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
35 + and up	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
Armor Class Hit	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20

* Add to damage. Attack only misses on a natural roll of 1.

Balance between the spheres of power is the primary goal of the multiverse. If one sphere should ever gain an overwhelming dominance over the others, only Entropy would win, for all the spheres are necessary for harmony. Thus, while each sphere constantly strives to advance and grow, the other spheres try to maintain the balance by retarding or countering an opposing sphere's growth.

Immortals in the Game

Immortals provide challenge for Master-level characters. Their subtle manipulations give reason to campaign events, and their existence provides characters with a new goal. An Immortal is a being who cannot die by earthly means. They do not need food, drink, or air. They easily manpulate the elements and magical energies while remaining almost totally immune to their effects.

An Immortal's chief goal is to gain Power Points. With sufficient Power, the Immortal may advance through the ranks of immortality within his sphere. Power is gained through service to a sphere, raising its influence, maintaining the balance of power, and thwarting an opposing sphere's actions. The paths of mortals and Immortals cross when service to a sphere requires Immortals to intervene on the various planes of existence.

Immortals have entered the lore and legends of the world through these chance encounters. When Immortals are careful to disguise their nature, myth reports them as witches. In the rare cases where they are indiscreet, mortals may think them to be gods. When Master-level characters discover the existence of Immortals, they often picture them as superior, uncaring beings who see the world and the mortals thereon as their playing field and pawns.

The Prime Plane holds special interest for Immortals. It is the only place that borders on all the other planes of existence through its position at the heart of the astral and ethereal networks. As such, it is a gateway to all the planes of existence and is the only place where all the elements and powers are equally represented.

Thus, many Immortals pass through the Prime Plane, since it is the link between the home planes of the powers and the highly contested outer planes where powers are in a constant state of flux. The Prime Plane is treated as neutral territory for all powers because of its importance as an access to all other planes. If one of the spheres should try to invade the Prime Plane, all the other spheres would band together to suppress the attack.

Mortals on the Prime Plane may only be dealt with indirectly and through subversion. Immortals may not commonly confront mortals directly.

Immortal Manipulations

An Immortal will not generally reveal himself to mortals. Only candidates for future immortality may normally recognize an Immortal. Manipulation on the Prime Plane thus takes many forms.

The most subtle form is the use of omens to presage some great event, encourage an undertaking, or warn of danger. The next most common form is to inspire a mortal through mental suggestions or manipulation of inanimate objects or unintelligent creatures as examples.

When attempting to change the course of history, an Immortal may use more active methods. The most common is the use of an agent, a servitor or follower of the sphere of power. An agent may be given an Immortal artifact or a purpose to accomplish and then left to his own means. The agent faces mortal risk in personally performing the task. A less risky method is for the agent to convince a more powerful character to undertake the Immortal's task. Finally, if he must, an Immortal may take a personal role. He will always appear in disguised form and will be loathe to reveal his Immortal nature. Whenever an Immortal makes a personal appearance, he risks loss of power, status, and even his Immortal existence.

Immortals from the Sphere of Entropy are the most likely to become personally involved in their plotting, often revealing their true form to their minions, servitors, and enemies.

Powers of an Immortal

Immortals may assume many forms. When taking the form of a mortal creature, they gain the abilities and suffer the limitations of that form. Immortals may adopt the form of any level character. Once an Immortal adopts a mortal form, he may not readily change to another until he abandons the first form and returns to his Immortal home.

If an Immortal is slain outside his home plane, his essense returns to his Immortal home and forms a new Immortal body in a number of days equal to his Immortal hit points. If an Immortal is defeated twice in physical combat by the same mortal, he loses one level of Immortal power. If an Immortal is slain on his home plane, the destruction is permanent.

The known levels of power of an Immortal are listed here in order from lowest to highest: Temporal, Celestial, Empyreal, and Eternal. These levels are similar to the four ranks for artifacts: Minor, Lesser, Greater, and Major (see page 45).

An Immortal's true form varies by his rank. The known average abilities of the lowest level of Immortal are as follows:

Armor Class = 0
Hit Points = 100
Regenerates = 1 hp per day
Attacks as = 20 HD creature

An Immortal can be harmed only by a +5 or greater enchanted weapon or an artifact, and is immune to all mortal magic. Most Immortals can cast any mortal spell at will.

When an Immortal is damaged, he takes only the minimum damage possible. (for example, 6d6 + 3 dice of damage results in 9 points of damage.) An Immortal's Anti-Magic field is 50% effective within 5 feet.

An Immortal is able to speak with any mortal creature and even with nonliving things from his own sphere or element. Immortals can *fly* at will, *teleport* without error once per hour, and travel ethereally and astrally one time each per day.

An Immortal's power may vary when on different planes of existence, based on the dominance of his sphere on that plane. If his sphere is dominant over the sphere of the plane, modify the Immortal's Hit rolls, damage per die, hit points per die, saving throws and Armor Class by +1 to +5 depending on the degree of dominance. If the sphere is submissive, modify these scores by -1 to -5. This is the same method as that used for creating larger and smaller creatures.

PC Immortality

Since all Immortals were once mortal, the DM may permit characters to seek immortality by taking the winding journey into heroic legend. Immortality is not easily gained, and most setting out on the path never succeed. But, for the truly persistent and heroic character, immortality may be attainable if he proves worthy enough. However, if immortality is gained, it is likely that the character will retire from the realm of the living and never be heard of again.

Immortality must be won. It can only be earned by successfully completing several extremely difficult tasks. There are four paths to immortality, each corresponding to one of the four elemental spheres of power. Any intelligent mortal reaching the ultimate level may try to earn immortality. However, only humans may attempt to become an Immortal of the Sphere of Matter.

Prerequisites

A human character must first reach 30th level, and a demi-human must first reach an experience score of 1,000,000 to be a candidate for immortality. Once these levels are attained, the character may begin research to discover the paths to immortality. These paths are not common knowledge. The DM may use this research as the basis of a long adventure, or he may require that one experience level advancement or gaining 120,000 XP indicates that the research has been completed.

Every path to immortality begins with the following steps. Make sure to review the details of the various paths before a character decides which path to pursue.

1. Select the path for the Sphere of Power the character wants to serve.
2. An Immortal sponsor (Celestial level or higher) must first be obtained. Select the Immortal desired as a sponsor.
3. To obtain a sponsor, the character must seek out an Immortal and petition him for sponsorship.

Finding an Immortal and petitioning for sponsorship is but the first of many difficult tasks. Research must again be completed to locate the place where an Immortal may be contacted. This is usually at the top of a particularly remote, very tall mountain with a reputation for dangerous hazards nearby.

Once the location for petition has been determined, the character must create a treasure gift of particular relevance to the sphere of the Immortal. This gift should be especially beautiful and have the qualities of the sphere. The more valuable the gift, the higher the chances for the character to receive a favorable response from the Immortal.

When the gift is prepared, the character may embark on the journey to the mountain. This journey should take at least one game year, and the character should rise one level or gain 120,000 XP during his journey. This journey should be fraught with peril, and the character may be distracted by several side adventures along the way. Care must be taken that the gift is not damaged or stolen. If it is, the damage must be repaired or the item recovered before continuing.

Climbing the mountain to its summit should also be challenging. It is recommended that the DM create seven encounters that must be met in climbing the mountain. The encounters should test the character's mettle and worth in:

Honor and trustworthiness
Dedication to the sphere of power
Resourcefulness, resolution without combat
Bravery
Persistence in the face of adversity
Mercy and charity of the heart
Wisdom

These goals may need adjustment for differing alignments. Not all these encounters need be won to reach the summit, but they must all be met.

Once the summit is reached, the character must meditate for 1-6 days, calling to the Immortal in thought. The Immortal will always hear the call but will judge the character's worthiness before responding. To check for the Immortal's response, roll 1d10 and modify as follows:

IMMORTAL RESPONSES

Modifiers

- 5	If the character is of a different alignment
- 3	Per additional being accompanying the character
- 3	Per test failed in climbing the mountain
+ 1	Per test passed
+ 1	If a minor artifact is brought
+ 2	If a lesser artifact is brought
+ 4	If a greater artifact is brought
+ 6	If a major artifact is brought

The minimum modified roll is 1, and the maximum is 10.

Results

1-2 The Immortal is displeased and lets the character know (by an omen in 1-6 days) that he will not answer the call.

3-8 The Immortal arrives in 1-100 days. He sends an omen of his impending arrival in 1-4 days.

9-10 The Immortal is very pleased and arrives in 1-6 days.

While awaiting the Immortal's arrival, the character should remain on the summit and meditate for 80% of his waking hours. If the character leaves the mountain, check the Immortal's response again with a -2 modifier. If the Immortal responds, he sends an omen to tell the character to return to the mountain. If the second result is 9 or 10 (see above), The Immortal will appear wherever the character is at the end of the waiting time, but not while the character is in the company of anyone else.

The Meeting

The arrival of an Immortal is always a performance. This arrival may be grandiose or mysterious. If grandiose, the Immortal appears in an elemental form based on his sphere:

Matter = Erupting from the earth or as any mortal creature
Energy = Fiery, bright or on rays of light
Time = Watery being or as a storm
Thought = Wild and windy (illusion)

The Immortal's appearance automatically paralyzes all mortals in the area. He may release creatures from this paralysis at will.

The Immortal examines the character and then communicates either verbally or telepathically, asking what the character wants. The character must explain his desires humbly and present his gift. To determine the Immortal's response to the petition, roll 1d10 and use the above modifiers plus:

- 5	If the character is haughty
- 2	If the gift's value is under 25,000 gp
+ 1	If the gift's value is 25,000 gp or more
+ 1	For each doubling of the gift's value beyond 25,000 gp (+ 2 if 50,000 gp; + 3 if 100,000 gp, and so on.)

PETITION RESPONSES

1-2 Petition Rejected
Immortal destroys the gift and sets the character a quest before he can return to petition again.

3-8 Petition Accepted

9-10 Petition Accepted With Pleasure
Immortal gives the character a small magical item of the sphere of power as a token and teleports the character home

Whatever the response, the Immortal will take the gift, and there is a 50% chance that he will also take any treasure or magic items the character and his companions are carrying. This does not modify the response roll further.

If the Immortal accepts the character's petition, he instructs the character in the steps required to complete the path to immortality. Details of these steps follow. The Immortal answers most of the character's questions if they are reasonable. He then sets the conditions for the next meeting and leaves as if he were never there.

Once an Immortal leaves, he will not be seen again until the path is completed or the character returns to petition again. From this point on, the Immortal (though unseen) is instrumental in placing obstacles and challenges in the character's path.

The Four Paths

Once a character gains a sponsor, he must reach his ultimate level before setting off on the path to immortality. The main principle that a quester must follow is to be true to his chosen sphere of power and bring it glory and honor during the trials.

Each path requires that a mortal pass five tough requirements:

1. The character's adventures must gain him a specific amount of experience. This amount is 600,000 XP for most classes but only 400,000 XP for the class the sphere favors.
2. The character must complete a new quest to retrieve an artifact of lesser or greater magnitude from his sphere of power. The quest for this artifact should take several game years.
3. The character must successfully complete a trial of specific value to his class and the sphere (see below).
4. The character must prepare a testimonial to his greatness, a combination of followers and a lasting monument. Eighty percent of the character's followers must be alive when he completes the path. The monument to his greatness must be financed by the character, and he must participate in its creation by either adventuring for components and manpower or by taking the risks of the actual physical construction.
5. The character must complete a specific monumental task that will benefit his sphere (see below for details).

At the end of these steps, the character must return to the mountain and meet with the Immortal sponsor. If the character has failed to complete any of the steps, the Immortal may set further requirements to be fulfilled before immortality is granted. If all of the steps are completed, the Immortal reviews the whims of chance. Roll 1d10. If a 1 is rolled, the character has failed and is not granted immortality. He may request further tasks, or he may give up. If the character is granted immortality, he may take a year to complete his mortal affairs and then must leave the Prime Plane to join the struggles of the cosmos.

The four paths to immortality are:

Dynast

This is the route to the Sphere of Time. This path favors the cleric class.

Quest: The character must quest for an artifact that will allow him to travel through time.

Trial: The character must travel ahead in time to three separate periods and help three different descendants to retain their kingdoms and perpetuate the dynasty.

Testimony: The character must create a realm with a population of at least 50,000 people if a human or 10,000 if demi-human. He must also design and build a great new capital for his land.

Task: The character must found a dynasty. The dynasty must be ruled by the character and his or her descendants for at least 20 years of the character's life. At the end of this time, the character must have a living grandchild to inherit the dynasty. This grandchild may be adopted instead of a blood relative but must be announced as the heir. During the 20 years, the character should face at least four major challenges to his rule of the land.

Epic Hero

This is the route to the Sphere of Thought. This path favors the thief class.

Quest: The Epic Hero must quest for a major artifact from the Sphere of Thought.

Trial: The Epic Hero must track down and bring about the defeat of an artifact of the Sphere of Entropy.

Testimony: The Epic Hero must find and train a successor. The successor must be the player character of a different player. In addition, an Epic Hero must create a new legendary weapon.

Task: The Epic Hero must live up to the heroic ideals of courage, steadfastness, and dedication. He must complete an epic quest to perform a nearly impossible task, such as driving all dragons from the land or building a castle in the sky. This quest should take about five years to complete.

Paragon

This is the route to the Sphere of Energy. This path favors the magic-user class.

Quest: The Paragon must quest for a lesser artifact of the Sphere of Energy.

Trial: The Paragon must create an entirely new magic item. The cost of the research to create such an item equals the XP of the character. The components to make the item should be extremely rare and difficult to find, including at least one impossible item (for example, the footfall of a cat or the roar of a lion). The player must be creative in devising a means to acquire this item.

Testimony: The Paragon must recruit at least six apprentices and they must rise at least 12 levels while in his service. He must also transform the land for 100 miles around his home. This transformation must give the land a unique appearance and range of inhabitants.

Task: A Paragon must be acknowledged the superior of all other magic-users within a 1,000 mile radius. He may accomplish this through magical duels or by driving all other magic-users out of his lands. The character should challenge at least eight magic-users of 25th level or greater. These magic-users may team up against the Paragon.

Polymath

This is the path to the Sphere of Matter. This path favors the fighter class.

Quest and Task: The Polymath must face the challenge to succeed in three additional lives as cleric, thief, and magic-user. The Polymath, during each of his three lives as another character class, must quest for and gain the same artifact. He begins each new career at first level, with no memories of his previous lives. The quests may not begin until the character reaches 5th level in each class. The first two times the artifact is gained, the Immortal reappears to the character within 10-200 days to claim it. The Immortal then reduces the character to first level and causes him to forget his past so that he may begin as the next character class. The third time the artifact is gained, the character may retain it, and the Immortal returns all past memories.

Trial: After completing the final step of the quest, the character must adventure alone until he reaches 12th level. He retains the abilities of all the character classes and advances in all classes equally.

Testimony: The Polymath must be accompanied on his adventures by one member of each human character class. These comrades may not begin at a level higher than the character. If any of these characters are slain, the aspiring Polymath must take steps to resurrect them, setting aside his quest if necessary. Once the quest is completed and before beginning the trial, the character must erect a monument at least 100 feet tall to the glory of his adventures. This monument must stand for at least 10 years.

If a character reaches immortality, he must retire from the play of the game. However, if the DM desires, the new Immortal may use his ability to become any form, to take on a mortal form to adventure with other PCs.

An Immortal may become any class of character of the equivalent level as the rest of an adventure party. Thus, whatever class is needed to round out an adventure may be provided.

In this form, an Immortal gains 1 point of Power for every 40,000 XP gained.

Intelligence of Creatures

The Intelligence of a creature can be a useful, and sometimes necessary, bit of information in the D&D® game. The degree of Intelligence can be a valuable guide to role playing a creature. Stupid creatures may make tactical errors in combat; smart ones may surprise characters with brilliant traps, verbal assaults, and fast reactions to unexpected situations. Intelligence is also a necessary factor in finding the result of any *charm* or *maze* spell.

Determining Intelligence

In the following lists, average Intelligence scores are given for each race or category. Individuals may have higher or lower Intelligences. Leaders and spell casters always have higher-than-average Intelligence.

To determine the Intelligence of an individual, find the average Intelligence of its race. Roll two six-sided dice. The first die is used to determine how much this individual's Intelligence varies from the race's average, and the second die is used to determine whether to subtract (1-3) or add (4-6) this amount from the race's average.

INDIVIDUAL CREATURE INTELLIGENCE

Race's Avg. Int.	Maximum Variance	First Die Roll (1d6) 1	2	3	4	5	6
0-1	1	0	0	0	0	1	1
2-3	1	0	0	0	1	1	1
4-5	2	0	0	1	1	2	2
6-8	3	0	1	1	2	2	3
9-12	4	0	1	2	2	3	4
13-15	4	0	1	2	2	3	4
16-17	3	0	1	1	2	2	3
18-19	2	0	0	1	1	2	2
20 +	1	0	0	1	1	1	1

Duration of Charm (Optional)

If the initial saving throw against a *charm person* or *charm monster* spell fails, another saving throw may be made if the charming character places his "friend" in a dangerous situation. Otherwise, another saving throw is allowed after a period of time that depends on the Intelligence of the victim.

DURATION OF CHARM (Frequency of New Saving Throws)

Intelligence	Save again after
0	120 days
1	90 days
2	60 days
3	45 days
4-5	30 days
6-8	15 days
9-12	7 days
13-15	3 days
16-17	24 hours
18	8 hours
19	3 hours
20	1 hour
21 +	1 turn (10 minutes)

Average Intelligence

All the monsters in the D&D® game system are listed below, including those found in modules. All creatures listed in the Humans, Demi-humans, and Humanoids category can be affected by *charm person* or *hold person* spells. All others except Constructs and Undead can be affected by *charm monster* spells.

Animals, Normal and Giant
Average Intelligence = 2
Animal Herd (X); Ape, White (B); Baboon, Rock (B); Bat (B); Bear (B); Boar (B); Camel (X); Cats, Great (Lion, Mountain Lion, Panther, Sabre-toothed Tiger, Tiger) (B); Crab, Giant (X); Crocodile (X); Dinosaurs (Allosaurus, Ankylosaurus, Brontosaurus, Dimetrodon, Grangeri, Megatherium, Phororhacos, Plesiosaurus, Trachodon) (X1); Dinosaurs (Pterodactyl, Pteranodon, Triceratops, Tyrannosaurus Rex) (X); Eel (X7); Elephant (X); Elk, Giant (X1); Ferret, Giant (B); Fish, Gargantuan (X7); Fish, Giant (Bass, Rockfish, Sturgeon) (X); Fish, Giant Piranha (X5); Hawk (M); Horse (X); Jellyfish, Giant (Man-O-War, Marauder) (X7); Lizard, Giant (B); Manta Ray (C); Mule (B); Octopus, Giant (X7); Pirahna Bird (B5); Rat (B); Rhinoceros (M); Seahorse (X7); Shark (X7, C); Shrew, Giant (B); Slug, Giant (M); Snake, Giant (B); Toad, Giant (X); Toad, Rock or Cave (C); Wolf (B)

Bugs and Worms***
Average Intelligence = 0
Ant, Giant (B); Aranea (X1); Bee, Giant (B); Beetle, (B); Caecilia (X); Carrion Crawler (B); Centipede, Giant (B); Dragonfly (XL1); Insect Swarm (X); Leech, Giant (X); Leviathan, Land (M); Locust, Giant (B); Purple Worm (X); Rhagodessa (X); Robber Fly (B); Scorpion, Giant (X); Spiders, Giant (Black Widow, Crab, Tarantella) (B); Spider, Giant Hunting (M2); Steam Weevil (B5); Termite, Water (X); Worm, Slime (X2)

Constructs* (Non-living, non-undead)
Drolem (C); I 3
Gargoyle (B); I 5
Golem (Mud, Obsidian) (C); I 4
Juggernaut (Stone, Wood) (X4); I 3
Living Statue (B); I 7
Magen (X2); I 9

Giant Humanoids
Athach (M); I 8
Cyclops (X); I 9
Giant, Cloud (X); I 16
Giant, Fire (X); I 13
Giant, Frost (X); I 14
Giant, Hill (X); I 7
Giant, Stone (X); I 10
Giant, Storm (X); I 18
Giant, Mountain (M); I 11
Giant, Sea (M); I 12
Titan (CM6); I 20
Troll (X); I 6

Humans, Demi-Humans, and Humanoids
Bandit (B); I 11
Berserker (B); I 9
Bugbear (B); I 7
Cay-man (AC2); I 9
Cynidicean (B4); I 11
Dryad (X); I 14
Dwarf (B); I 10
Elf (B); I 13
Faerie (M); I 13
Geonid (X5); I 10
Gnoll (B); I 7
Gnome (B); I 11
Goblin (B); I 9
Hag (Black, Sea) (M); I 12
Halfling (B); I 11
Hobgoblin (B); I 10
Human (B); I 10
Human (Thug, Mystic) (M); I 12
Kobold (B); I 9
Lizard Man (B); I 6
Lupin (X2); I 10
Men (Brigand, Buccaneer, Dervish, Trader, Nomad, Noble) (X); I 11
Merman (X); I 12
Metamorph (M); I 14
Native (X1); I 10
Neanderthal (B); I 7
Nixie (X); I 13
Normal Human (B); I 10
NPC Party (B); I 11
Ogre (B); I 6
Orc (B); I 7

Pagan (X2); I 10
Pixie (B); I 14
Rakasta (X1); I 12
Sasquatsch (M); I 6
Sprite (B); I 14
Triton (X7); I 11
Troglodyte (B); I 10

Monsters (All other living creatures not included above)
Actaeon (M); I 12
Adaptor (M); I 13
Aerial Servant (Haoou) (C); I 12
Archer Bush (B3); I 0
Archon (M); I 16
Amoeba, Giant (X2); I 0
Basilisk (X, C); I 2
Beholder (C); I 13
Bhut (X4); I 12
Black Pudding (X); I 0
Blackball (M); I 0
Blast Spore (C); I 0
Blink Dog (X); I 9
Brain Collector (X2); I 11
Centaur (X); I 10
Chimera (X); I 4
Cockatrice (X, C); I 2
Death Demon (X2); I 8
Decapus (B3); I 11
Devilfish (M); I 9
Displacer Beast (X); I 2
Djinni (X, C); I 14
Dolphin** (C); I 15
Doppleganger (B); I 9
Dragon, Small (B); I 9
Dragon, Large (C, M); I 12
Dragon, Huge (C, M); I 15
Dragon, Pocket (M2); I 9
Dragon Rulers (M); I 18
Dragon Turtle (C); I 5
Dragonne (XL1); I 4
Drake (Coldrake, Elemental, Mandrake, Woodrake) (M); I 10
Dusanu (X5); I 10
Efreeti (X, C); I 14
Elemental (X, C); I 9
Elemental Ruler (M); I 15
Gargantuan (C); I as normal form
Gelatinous Cube (B); I 0
Gorgon (X, C); I 1
Grab Grass (C); I 0
Gray Ooze (B); I 1
Green Slime (B); I 0
Gremlin (X2, C); I 9
Griffon (X); I 2
Guardian Banshee (B4); I 5
Harpy (B); I 7
Helion (C); I 14
Hellhound (X); I 2
Hippogriff (X); I 2
Hook Horror (XL1); I 4
Horde creature (C); I 13
Hound, Spectral (C); I 2
Hsiao (M); I 10
Hydra (X); I 2
Hydrax (C); I 9
Hypnosnake (X3); I 3
Invisible Stalker (Sshai) (X, C); I 11
Kopru (X1); I 10
Kryst (C); I 10
Lava Lizard (B5); I 1
Lotus, Amber (X2); I 0
Lycanthrope (M); I 10
Lycanthrope, Devil Swine (X); I 11
Lycanthropes (Werebear, Wereboar, Wererat, Weretiger, Werewolf) (B); I 10
Lycanthrope, Werefox (B4, M); I 11
Lycanthrope, Wereshark (X7, C); I 9
Lycanthropes (Werebat, Wereseal) (M); I 10
Malfera (C); I 10
Manscorpion (C); I 8
Manticore (X); I 3
Medusa (B, C); I 9
Mek (M); I not ratable
Minotaur (B); I 5
Mist Demon (Phantom) (X2); I 3
Mujina (C); I 10
Nagpa (X4); I 12
Nekrozon (M); I 2
Nuckelavee (M); I 9
Ochre Jelly (B); I 0
Ooze, Lava (M); I 0
Owl Bear (B); I 2
Pegasus (X); I 4
Phanaton (X1); I 8
Phoenix (M); I 6
Plasm (C); I 8
Polymar (B4); I 5
Revener (M); I 10
Roc (X); I 2
Roper (XL1); I 4
Rust Monster (B); I 2
Sabreclaw (CM3); I 2
Salamander (Flame, Frost) (X, C); I 1
Sea Serpent (X7); I 1
Serpentweed, Giant (AC2); I 0
Shadow (B); I 4
Shrieker (B); I 0
Sirenflower (B6); I 0
Soul Eater (X4); I 9
Sphinx (M); I 13
Spider, Planar (M); I 12
Sporacle (M); I 2
Squid, Giant (X7); I 2
Sun Brother (X2); I 14
Tabi (X4); I 8
Thoul (B); I 6
Treant (X); I 11
Tree, Killer (X2); I 2
Undine (C); I 10
Unicorn (X); I 3
Vampire Rose (B3); I 0
Water Weird (B7); I 2
Wyvern (X); I 3
Yellow Mold (B); I 0

Undead
Apparition (Phantom) (C); I 11
Banshee (Haunt) (C); I 12
Beholder, Undead (M); I 16
Death Leech (CM2); I 4
Druj (Spirit) (C); I 14
Ghost (Haunt) (C); I 14
Ghoul (B); I 3
Lich (M); I 18 +
Mummy (X); I 6
Nightshade (M); I 16
Odic (Spirit) (C); I 12
Poltergeist (Haunt) (C); I 13
Revenant (Spirit) (C); I 13
Sacrol (M2); I 7
Shade (Phantom) (C); I 10
Skeleton (B); I 1
Spectre (X); I 8
Vampire*** (X); I 10
Velya (X7); I 10
Vision (Phantom) (C); I 9
Wight (B); I 5
Wraith (X); I 7
Zombie (B); I 1
Zombie-Minotaur (M2); I 1

Notes
* Constructs are intelligent in their own fashion, but are not affected by any mind attacks (such as *charm, sleep,* illusions, etc.).
** Dolphins: Though seemingly animals, these exceptional creatures may be the most intelligent creatures in the sea.
*** Bugs, worms and vampires: always add variance, never subtract.

Mystics

Mystics are NPC humans, monastic people who follow a strict discipline of meditation, denial, seclusion, and mastery of the human body. Mystics are skilled in unarmed combat. They live in cloisters, or lairs, which are described below. Special rules allow mystics to be player characters at the DM's option.

Cloister life

Each mystics' cloister houses up to 120 mystics and several NPC specialists who have been hired on a long-term basis. These specialists are all high level: 16th-25th level is

typical. One to four clerics are needed to tend to the mystics' physical well-being. One or two magic-users are hired for defense, and one to four thieves train the mystics in dexterity skills (See Special Abilities below).

The leadership and organization of a cloister have a rigid order of power and responsibility. When two positions have the same number on the chart below, they are roughly equal in importance. (This organization is closely based on that of a Benedictine monastery of the time of Charlemagne, about 800 A.D.)

1. Abbot: Senior administrator (usually 16 HD)
2. Provost: First after the abbot in all matters; administers all outlying estates, work in fields, buildings, vineyards and orchards; in charge of those tending livestock and related food production
3. Senior Dean: Next in command; in charge of spiritual conduct and the Discipline
4. Mental Development
   - 4a. Spiritual Services
   - Junior Dean: enforcement of the Discipline, through aides called roundsmen and seniors)
   - Sacristan: responsible for church services and equipment
   - Choir Master
   - 4b. Educational Services
   - Head of Novitiate: Teacher in charge of training all mystics in common knowledge and special abilities
   - Head of the Outer School: Teacher in charge of training local non-mystics (clerics and nobles) in the arts, history, and ways of the cloister
   - Librarian: In charge of all readings and writings; aided by Writers (clerks), Illuminators (researchers), and Custodian of the Scrolls (oversees creation of and keeps scrolls in good repair)
5. Hostelry and Medical Services
   - 5a. Reception of Visitors
   - Porter: In charge of receiving, feeding, and sheltering all visitors, rich and poor; responsible for the quality of all meats
   - Master of Pilgrims & Paupers: Tends to needs of those unable to pay for services
   - 5b. Medical Services
     - Master of the Infirmary: Chief cleric in charge of all curing and healing
     - Physicians: Clerics tending the sick and wounded
     - Researchers: Mystics and clerics studying and experimenting with new methods of medical services
6. Material Sustenance
   - 6a. First Cellarman: In charge of all preparations of food and drink, aided by:
   - Junior Cellarman: Responsible for all liquid refreshments for mystics
   - Keeper of Bread: Responsible for all grain and baking operations
   - Cellarman of Servants: Responsible for all liquid refreshments for all non-mystics
   - 6b. First Chamberlain: Responsible for all clothing, bedding, furnishings, equipment; supervises all craftsmen and workers, including working mystics, aided by:
   - Abbot's Chamberlain: Responsible for metalsmiths, blacksmiths, armorers, leatherworkers, and papermakers
   - Keeper of Clothes: In charge of all garment makers
   - Gardener: In charge of vegetable and herb gardens, and orchards
7. Brother: A member of the body of common mystics. The brothers' tasks are to study, defend, and labor for the cloister; perform missions to the outside world; and adventure to bring in money for the cloister's coffers.

PC Mystics

If the DM desires, he may allow player character mystics. All the details and rules given in the monster description still apply. Use the same XP requirements for level advancement as for a fighter, and feel free to add level titles, other minor abilities, etc. Treat each experience level as one hit die, however mystics cannot advance higher than level 16.

Mystics adventure as PCs to gain spiritual growth and learn the lessons of life outside the cloister. They rarely adventure with other mystics. After each level of advancement, a mystic must retreat to the seclusion of the cloister for 1-6 months.

Mystics receive experience from treasure only if they donate it to the needy. Ten percent of their treasure must be donated to the cloister.

A mystic's oath, sworn on the Discipline, is his bond. He must be true to his oath and strive to repay all debts or he is expelled from the cloister, may not gain any new experience levels, and loses one level per year away from the cloister.

Martial Arts

The ability to cause damage by striking with the hands is an attack form unique to mystics. This attack form is an application of several combat techniques from the martial arts.

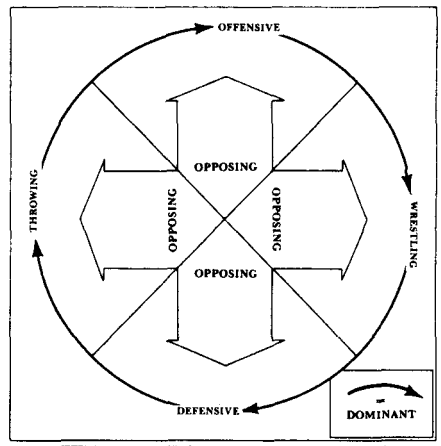
Though a mystic's hands are not magical, an experienced mystic can use them effectively against creatures immune to normal weapons, as follows:

Mystic level	Weapon equivalent
2 HD	silvered weapon
5 HD	+1 weapon
8 HD	+2 weapon
11 HD	+3 weapon
14 HD	+4 weapon
16 HD	+5 weapon

These attacks gain no hit or damage bonuses but can hit creatures as if the indicated weapon were used. For example, a gargoyle can be damaged by the hands of any mystic of 5 or more Hit Dice.

Mystics may use most of the special fighter options when using either weapons or unarmed combat. These options include Disarm, Stun, Deflect, Smash, and Multiple Attacks. Mystics may not use the lance.

There are four styles of martial arts fighting, using the elemental dominance principle (D&D *Companion Set*, DM's Book, page 20). In combat the dominant style inflicts double damage (normal damage if the target Saves vs. Spells). The weaker style inflicts normal damage (half damage if the target Saves vs. Spells). The four styles are:



DOMINANCE — OPPOSITION

Offensive: This style of fighting causes damage by striking blows with the hand, foot, head, elbow, and other parts of the

body. Use of the offensive style can break boards and bricks.

Wrestling: This style of fighting is used to incapacitate a foe through lock holds (such as half nelsons), counter leverage, and nerve pinches. Some masters of this style may be able to paralyze a foe so that the victim need not be held further.

Defensive: This style of fighting blocks attacks and turns them aside, at times even turning an attacker's blows back against himself.

Throws: This style of attack turns the momentum of the attacker against him by tripping, pushing, and throwing an opponent.

Mystics may also possess a special ability called *acrobatics* that, when linked with any of the above styles of fighting, may develop unique schools of fighting. Acrobatics allows a mystic to perform the following actions:

Jumps/Leaps
Tumbles/Flips
Dodges
Catches (to prevent oneself from falling)
Swings
Balancing

Use the following method to determine if the mystic succeeds: Roll d100. The maneuver is successful if the roll is less than or equal to three times the mystic's Dexterity, plus two times the mystic's level. This roll may be modified by the situation. An acrobatic mystic has a -20% on all earned experience. Where a normal mystic earns 1000 XP, an acrobatic mystic earns only 800 XP.

If a DM chooses to use more detailed martial arts combat techniques, further research is recommended. Different cloisters of mystics can devote themselves to different styles of martial arts, thereby gaining certain special abilities.

A DM with extensive knowledge of one or more martial arts styles may develop game mechanics based on them. If unfamiliar with the many martial arts techniques and philosophies, be sure to read extensively before creating a character class based upon them. Chinese, Japanese, and Korean sources (to name only three) each have their own styles and terms. Furthermore, each country has produced several entirely different martial arts techniques.

Whenever developing a new character class, remember to keep the abilities of these new characters in balance with those of the other classes.

Reality Shifts

A DM may occasionally decide to change a procedure that has been used in many previous games. Rule changes and additions can usually be introduced by some logical means: A new spell is found on a long-forgotten scroll. A magical weapon is stolen by NPC thieves to remove it from play.

Sometimes a change cannot be logically explained. For broad and basic rule changes, work with your players to develop a logical explanation. If no other method presents itself, a reality shift may be the only option.

A reality shift means that the DM and the players have decided that they want to play the game by different rules. Do not try to replay past events or adventures that may have hinged on the changed rule. Either reconsider the results of such encounters (modifying treasure, XP, and items gained thereby) or just ignore the past completely.

Avoid reality shifts whenever possible, applying changes by inventing logical reasons for their existence.

Record Keeping

A Dungeon Master must often keep track of large amounts of information. The following guidelines are provided as suggestions on how to turn a disorganized mess into a neat, well-run game.

Timekeeping

A DM can keep a firm grip on game events if always aware of the exact game time. Many effects have given durations, and all actions take time. While PCs stroll about dungeon corridors, NPCs and monsters may be busily engaged in their own affairs, some of which may affect the party—but when?

Good records of actions taken help organize timekeeping. During a very active encounter, you need to keep track of the durations of effects, movement, and when foes can enter or leave combat. Make a *timetrack,* a simple list of numbers, and mark off time as it passes. Rounds, turns, hours, and days can thus be accounted for.

The timekeeping note sheets can be discarded after the adventure is over, but the DM may wish to make permanent notes of the dates and places of unusual or disastrous events, encounters, or other details.

TIMETRACK

Days									
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
Hours									
1		2		3		4		5	6
7		8		9		10		11	12
13		14		15		16		17	18
19		20		21		22		23	24
Turns									
1		2		3		4		5	6
Rounds									
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60

Character Records

PC Data

If a DM keeps information about player characters on index cards, needed details can be found quickly during games. Each player fills out one card for each PC. Standard index cards (3"x 5") may be used, but high level characters usually have many magic items, so you should use large (4"x 6") cards.

The format given in the illustrated character card on page 20 is recommended.

The back of each card may be used to list special details, such as gear, thief abilities, magic-user spellbooks, dominion details and income, location in the game world, items or information sought, etc.

Different colored cards may be used to indicate race (white for humans, green for elves, etc.). If you can find enough colors, you might wish to use a different one for each class.

Arrange all the PC cards in alphabetical order for easy reference. At the beginning of each game, find out which characters are being played and give the matching cards to the appropriate players. Have each player update the card at this time, adding any magical items found, erasing items destroyed or used, and making other changes as needed. Then collect all the cards and keep them handy for use during the game.

CHARACTER CARD

Character Name _____ Class/Level _____

Alignment _____ AC _____ THACO _____

HP _____

Strength _____ Weapons/Damage

Intelligence _____

Wisdom _____

Dexterity _____

Constitution _____

Charisma _____

Permanent Magic Items Temporary Magic/Charges

(Special Abilities, Gear, and Notes on Back)

NPC Data

The DM should also fill out a card for each NPC that might go on an adventure with a party. Standard index cards may be used for NPCs, but the PC format should be followed. Arrange the NPC cards by class and level.

In addition to the usual information, an NPC card should indicate the NPC's home town (or the area in which the NPC can be found), personal characteristics and motives (stubborn, costly to hire, flamboyant, etc.), XP and cash totals, saving throws, and THACO.

Adventure Records

To help a DM organize an adventure and run it swiftly, an Adventure Record may be prepared. Take a sheet of paper and, at the top left corner, write the real date and the date of the adventure in campaign time. Note the characters' mission or primary activity for that day's adventure at the top right corner of the paper.

Use the cards you have prepared for the PCs taking part in the current adventure. Copy the information most needed during the game, including each character's name, class and level, THACO, AC, and hit points. The DM may wish to add Current Encumbrance if that optional system is used.

Add up the character levels, and note the Total Party Level, or TPL at the bottom of that column. Divide by the number of characters, and note this as the Average Party Level (APL). These are interesting bits of information and may be used to factor XP awards, estimate a fair number of monsters for a random encounter, etc.

Below the character information, prepare a space for monster details. Write the following headings in a row, leaving room for information to be added beneath: NA, Name, AC, hp, THAC0, #AT and Damage, STw, STs, ML, XPV. If there are a few monsters that will be used as wandering or pre-planned encounters, note their information now.

Finally, after leaving enough room for the monster data that might be needed during the game, put a section labeled Treasure Found near the bottom of the sheet.

Abbreviations

NA, AC, and *hp* are the number of monsters appearing, their Armor Class, and hit points, respectively. If two or more monsters are encountered, use the second line below the monster entry to list their hit points. Multiple monsters should be numbered to avoid confusion. Be sure to leave room by each hp figure to keep track of wounds.

THACO is the score the monster needs to hit AC 0. With this number handy, the DM can easily find the score needed to hit other Armor Classes, simply by adding or subtracting the Armor Class (add negative ACs, subtract positive). For example, a being whose THACO is 15 would hit an AC 5 creature on a 10 and an AC -2 creature on a 17.

#AT and *Damage* are the number of attacks made in one round and the range of damage each attack causes. If the monster has special attacks, try to abbreviate these attacks as one word or a phrase.

STw and STs are the monster's Saving Throws vs. Wands and Spells, respectively. These two are the most commonly used during encounters with well-equipped characters.

ML is the morale of the monsters. Use the morale system described in the D&D® *Basic Set* DM Rulebook, pg. 19). Monsters should not always fight to the death. However, the DM may decide how a monster will react instead of using morale.

XPV is the Experience Point Value of one creature.

Using the Adventure Record Sheet

Whenever magic affects a character, note the nature of the effect and its duration to the right of the character information. Use abbreviations whenever possible to save space.

As game time passes, deduct from all magical effects durations. When a character would be aware of an exact duration, warn the player when only a brief time remains.

An alternate method of keeping track of durations is to mark on the timetrack the exact game time when the effect disappears. When that much time has been marked off, the DM knows that the spell effect has ended.

To speed up play, make notes on encounters ahead of time on the dungeon or wilderness encounter key. To save even more time, put statistics of monsters on the prepared notes. The DM may also have notes on the details of magical treasures, or at least the book and page references where complete information can be found.

When the combat ends, make the calculations for XP awards and circle the total for that encounter. Note all treasures found as well, and if they are taken by the party. You may wish to keep separate treasure records for each character for encumbrance calculations.

When the time comes to end the adventure, the DM has all the relevant XP notes on the Adventure Record. Total and divide the XP awards, and remind players of the treasure found so they may divide it as they wish. Note all results on the record sheet.

Placement During Encounters

If the DM keeps track of monster and PC locations by memory alone, errors may sometimes occur. Miniature figures or other items to represent the opponents are useful for visualization and are best used on a gridded playing surface to indicate distances. A surface that can be further marked to indicate walls, furniture, etc. is ideal.

If miniature figures are not available, try making abstract playing aids to represent monsters. These can be as simple as scraps of paper with numbers on them, dice, or pieces of round wooden dowel, each about an inch high and marked with a color and a number. With only 4 colors and single-digit numbers, an accurate account can be kept of up to 36 monsters. Players can identify their opponents by number and color ("I hit red spectre #7 for 12 points!"), and the DM can use the same identification in private records.

Another alternative is chalk and an inexpensive chalkboard for making diagrams. The DM will still need to keep separate records of monster hit points, but all creature positions can be easily changed.

Spell Casters (Non-Human)

The use of magical spells is not limited to humans and elves. Many humanoid races have their own magic-users, clerics, and even druids.

A non-human cleric or druid is known as a shaman, and a non-human magic-user as a wicca. Shamans and wiccas do not know all the usual spells. The spells they do know are often cast in an unusual manner, involving dancing, shouts and howls, and waving strange items.

The non-human spell casters that are known are listed below, along with the maximum levels attainable by each. Some individuals may be both classes a shaman/wicca), but the maximum level for each class is then 1/2 normal. Note that most non-humans in a tribe or lair know nothing of magic and may fear or distrust it. Spell casters often use their skills to rise to positions of power within their tribes. Only one non-human in 20 is a spell caster, and many groups have only a shaman.

The spells usable by shamans and wiccas are listed below. Other spells are not understood by these casters and are never usable. Shamans and wiccas cannot read scrolls, but may use other magical items. A shaman can use any clerical item; a wicca can use any item usable by a magic-user.

A shaman or wicca normally has 3-8 hit points per Hit Die (1d6 + 2 instead of 1d8), and gains a + 1 hit point bonus per experience level (even if the total exceeds the normal maximum for the monster type).

Abbreviations: S = Shaman (cleric spells only); D = Shaman with druid spell use; W = Wicca (magic-user spells only). The number following the S, D, or W is the maximum level attainable. The letter and number in parentheses is the D&D® set and page number of the monster's description: B = Basic; X = Expert; C = Companion.

Bugbear (B27): S6, W4
Centaur (X47): D8, W8
Cyclops (X47): S4, W2
Dolphin (C29): S10, W6
Doppleganger (B28): S6, W4
Dragon [a] (B28-29, C29-31): S10
Dryad [b] (X48): D10, W4
Giant, Cloud (X50): S10, W10
Giant, Storm [c] (X50): S10, W10
Giant, Hill (X50): S8, W6
Giant, Stone (X50): S8, W6
Giant, Frost (X50): S8, W6
Giant, Fire (X50): S8, W6
Gnoll (B30): S6, W4
Gnome (B30): S12, W12
Goblin (B31): S8, W6
Harpy (B31): S6, W4
Hobgoblin (B31): S8, W6
Kobold (B32): S6, W4
Lizard Man (B33): S6, W4
Manscorpion [d] (C34): S13, W6
Medusa (B34): S8, W8
Merman (X54): S8, W8
Minotaur (B34): S4, W2
Neanderthal (Caveman, B34): S4, W2
Nixie [e] (X54): D6, W4
Ogre [f] (B35): S4, W2
Orc (B35): S6, W4
Pixie (B35): D6, W4
Sprite (B38): D6, W4
Treant [g] (X56): D10
Troglodyte (B38): S4, W2
Troll (X56): S4, W2

Notes:

a) Some dragons use magic-user spells, but no single dragon can use both clerical and magic-user spells.
b) A dryad's *charm person* ability is not affected by the gaining of additional druid spells.
c) If a storm giant learns to use magic-user spells, its ability to cast lightning bolts is not affected.
d) Manscorpion clerics have access to all clerical spells, and are actually clerics, not shamans.
e) A nixie who learns spells of any type is counted as five nixies for purposes of the special nixie *charm* effect.
f) Some very rare and exceptionally intelligent ogres can rise to W12, but these types usually live entirely separated from their normal kin.
g) A treant who gains the use of druid spells may animate four trees instead of two.

Spells Usable by Shamans

First Level Clerical Spells

Cure Light Wounds* (B26, X5)
Detect Magic (B26)
Light* (B26, X5)
Protection from Evil (B27)

Second Level Clerical Spells

Bless* (X5)
Hold Person* (X5)
Snake Charm (X6)
Speak with Animals (X6)

Third Level Clerical Spells
Continual Light* (X6)
Cure Blindness (X6)
Cure Disease* (X6)
Remove Curse* (X6)

Fourth Level Clerical Spells
Cure Serious Wounds* (X7)
Dispel Magic (X8)
Neutralize Poison* (X8)
Speak with Plants (X8)

Fifth Level Clerical Spells
Create Food (X8)
Cure Critical Wounds (C12)
Dispel Evil (X8)
Insect Plague (X8)

Sixth Level Clerical Spells
Cureall (C13)
Find the Path (X9)
Speak with Monsters* (X9)
Word of Recall (X9)

Druid Spells: All are usable

Spells Usable by Wiccas

First Level Magic-User Spells
Detect Magic (B39)
Light (B40)
Protection from Evil (B40)
Read Languages (B40)
Read Magic (B40)
Sleep (B40)

Second Level Magic-User Spells
Continual Light* (B41, X11)
Detect Evil (B41)
Detect Invisible (B41)
Invisibility (B41)
Levitate (B42)
Web (B42)

Third Level Magic-User Spells
Clairvoyance (X11)
Dispel Magic (X11)
Fire Ball (X11)
Fly (X12)
Lightning Bolt (X12)
Water Breathing (X12)

Fourth Level Magic-User Spells
Charm Monster (X13)
Growth of Plants* (X13)
Ice Storm/Wall (X13)
Massmorph (X13)
Remove Curse* (X14)
Wall of Fire (X14)

Fifth Level Magic-User Spells
Animate Dead (X14)
Cloudkill (X14)
Dissolve* (C20)
Hold Monster* (X15)
Pass-Wall (X15)
Wall of Stone (X15)

Sixth Level Magic-User Spells
Death Spell (X16)
Move Earth (C21)
Projected Image (X16)
Reincarnation (C21)
Stone to Flesh* (X16)
Wall of Iron (C21)

*reversible spell

Special Monster Spellcasters

Lycanthropes: Wererat, Werewolf, Wereboar, Weretiger, Werebear (B33-34); Devil Swine (X48)

A lycanthrope may be a real magic-user, cleric, or druid in human form. However, it may not use any spells while in were-form and, when it assumes were-form, loses all memory of spells learned as if all the spells had been cast. A devil swine spell caster can cast three *charm person* spells per day in either were or human form, but can only cast other spells while in human form. Devil swine will not forget spells while in were-form.

Undead Spellcasters

A spell caster slain by an undead may retain the use of spells after returning as an undead. See below for more details.

If a cleric becomes a mummy (through a process known only to the ancient high priests of certain religions), the undead mummy may use clerical spells to the full extent possessed in life and may control other undead as well (see Lieges and Pawns). A mummy magic-user is limited to 3rd-level ability, even if it had higher-level spell use in its previous life.

Undead Lieges and Pawns

Under certain conditions, intelligent undead creatures can try to control other undead. The undead need not be a spell caster to control other undead creatures. An undead creature being controlled by another is a Pawn. An undead controlling one or more lesser undead is a Liege. Skeletons and zombies can only be Pawns, but any other type of undead can be either a Liege or a Pawn. Random encounters with undead may occasionally (10% chance) be with Pawns controlled by a greater undead.

A Liege may control a number of undead whose total Hit Dice are less than or equal to twice the Liege's Hit Dice. If an attempt by the Liege to control other undead would cause the total to exceed this amount, the attempt automatically fails.

When a lich or other undead spell caster seeks to control other undead, its caster level is used instead of its Hit Dice. Like a magic-user, a lich is far more powerful than its Hit Dice indicate.

If an undead tries to control a potential Pawn, the subject may have no more than 1/2 the Hit Dice of the Liege (this does not apply in certain situations, see below). If the subject is already controlled by any means, the undead attempting control instantly recognizes this fact. It may still attempt control, but with a -4 penalty to the roll.

If one undead tries to control another, find the Hit Dice of the would-be Liege and potential Pawn on the chart on page 23 and roll 2d6. If the number is equal to or greater than the number given, the attempt succeeds and the undead subject becomes the Pawn of the controller. Any total of 2 or less (possible if the roll is penalized) always indicates failure.

If the undead attempting control was once a spell-using character and can now use spells as it did in life, a + 2 bonus applies to all die rolls for control.

During melee, an attempt to gain control is considered a combat action.

If an undead creates another of the same type by slaying a living creature, the new undead is automatically a Pawn of the slayer. Spectres, vampires, wights, and wraiths are the only undead with this ability. This may force the creator to release other existing Pawns; if so, the Pawns with the highest Hit Dice are released first.

If an undead can call or summon others, those responding are automatically its Pawns unless the new Hit Dice total would exceed the limits given above, or unless the Liege allows them to retain free will.

Duration of Control

At moonrise on the night of the full moon, all Pawns are freed from control and cannot be controlled again until the following dawn. Thus, the maximum duration of undead control is about 4 weeks. A Liege may release control of its Pawns at any time.

Benefits to a Liege

A Liege is telepathically linked to its Pawns and can see and hear through their eyes and ears whenever it chooses. This communication is at will and need not be continuous.

Control of a Pawn is total, even to the point that it will obey suicidal orders. Pawns obey without hesitation. The maximum range of control is 24 miles (one outdoor map hex) per Hit Die of the Liege.

If a Pawn fails a Morale check and flees from combat, the Liege may stop the Pawn and force it back into melee. This can be the only action the Liege takes during that melee round. The Pawn will miss at least one full round of attacks.

UNDEAD ATTEMPTS TO CONTROL OTHER UNDEAD

Pawn	Hit Dice of Liege 4	5-6	7-8	9-10	11-13	14-16	17-19	20-23	24-27	28-32	33+
Skeleton	7	5	3	C	C	C	C	C	C	C	C
Zombie	9	7	5	3	C	C	C	C	C	C	C
Ghoul	11	9	7	5	3	C	C	C	C	C	C
Wight	-	11	9	7	5	3	C	C	C	C	C
Wraith	-	-	11	9	7	5	3	C	C	C	C
Mummy	-	-	-	11	9	7	5	3	C	C	C
Spectre	-	-	-	-	11	9	7	5	3	C	C
Vampire (a)	-	-	-	-	-	11	9	7	5	3	C
Vampire (b)	-	-	-	-	-	-	11	9	7	5	3
Phantom	-	-	-	-	-	-	-	11	9	7	5
Haunt	-	-	-	-	-	-	-	-	11	9	7
Spirit	-	-	-	-	-	-	-	-	-	11	9

(a) Non-spell using vampire of 7 or 8 Hit Dice
(b) Vampire of 9 Hit Dice, or any spell-using vampire

Number: Roll needed (or higher), on 2d6, for the Liege to successfully take control of the lesser undead
C: Control is automatic

A Liege can create a chain of control by instructing its Pawns to become Lieges too. For example, a spectre could control up to 12 wights, who could each control up to six skeletons. Direct communication and control does not extend through a chain of control, but only to a Liege's personal Pawns.

Any Liege may coordinate the attacks of its Pawns in a well-organized fashion. A Liege at the top of a chain of control which consists of 10 or more undead (counting the entire chain) may be considered the leader of an undead army. When applying the War Machine mass combat system (*DM Companion*, pp. 12-17), note the following details for calculating the force's BFR:

a. Leadership Factor: Treat the Liege's Wisdom as equal to its Intelligence, and treat Charisma as 18. (see the Intelligence section.)
b. Experience Factor: Treat each controlled Liege as an officer.
c. Training Factor: Automatic maximum
d. Equipment Factor: Assume normal weapons
e. Special Troop Factor: Carefully review the percentage of the force that has two or more asterisks listed with its Hit Dice.

Turning Controlled Undead

When a character tries to turn Pawns, the attempt is checked as if against the Liege. If the attempt fails, the Pawns are completely unaffected, even if they would normally be Turned or Destroyed by the result. If the Turn succeeds, the control link is broken, but there is no other effect. A second attempt at Turning the same group must be made for the former Pawns to be Turned with normal chances and results.

Energy Drainers

Spectre (X56), Vampire (X57), Wight (B39), Wraith (X57)

Whenever an energy-draining undead slays a victim, the victim later rises as an undead of the same type, under the control of the slayer. In this case, the Armor Class and Hit Dice of the victim become those of the standard undead form, but the hit points are one-half of those possessed in life. (Note that such a victim does not rise immediately, but usually after a period of 24-72 hours, or as given in each monster description.)

If the Liege undead is slain after the victim has risen as a Pawn, the victim becomes free-willed and gains 1 hp per hour until reaching the full number of hit points possessed in life.

If the original undead is slain before its victim can rise as an undead, the victim becomes a free-willed undead instead of a Pawn. In this case, the new undead creature has all the hit points of the original living victim (not one-half), and has the same Hit Dice as well. Its Armor Class and movement rate change to match the new undead form. Such details of these created undead may thus vary widely from the standard monster descriptions. Note that Hit Dice, not levels of experience, remain the same.

If the victim was a cleric or magic-user in life, spells are usable only when free will is obtained. An undead cleric must still meditate to gain spells, and an undead magic-user must still keep a spell book to memorize spells. Those clerics who were druids in life revert to normal cleric status in un-death.

If a cleric (or paladin or avenger) gains a T or D result when attempting to Turn an undead spell caster, the undead may make a Saving Throw vs. Spells to avoid the effect entirely. If successful, the Turn attempt is ignored, and is not counted as a failure. Further attempts at Turning the same creature may be made by the same cleric.

Any undead spell caster may be recovered and restored to normal life after it has been slain in undead form. The remains must be treated with a *remove curse* spell from a 26th or higher-level cleric, followed by *cureall* and *raise dead* (or *raise dead fully*) spells, in that order.

General Notes

Undead are not affected by special attacks that affect only living creatures (such as poison), nor by spells that affect the mind (*sleep, charm, hold, discord, insanity, feeblemind,* etc.).

This section adds to the monster lists in the D&D Basic, Expert, and Companion Sets. The Monster section is presented in three parts.

Part 1 is a standard listing of monsters found on the Prime Material Plane.

Part 2 is a list of monsters found on, and native to, other planes of existence (Ethereal and Elemental). These creatures should *not* be encountered during adventures in the Prime Plane, except in very rare circumstances (when specially summoned, commanded to service, etc.)

Part 3 is an abbreviated list of monsters.

Special Attacks

Charm, Paralysis, and *Poison* are explained in the *D&D Basic* Set (DM book pg 23-25).

Charge, Continuous Damage, Petrification, Swallow, Swoop, and *Trample* are explained in the *D&D Expert* rulebook (page 45).

Acid damage is explained in the *D&D Companion Set* (DM book, page 28).

Disease requires a Saving Throw vs. Poison. If roll is failed, character dies in 1-6 days (25% chance). *Energy Drain* affects powerful demihumans differently from humans, draining 101,000-120,000 (1d20 x 1,000 + 100,000).

Special Defenses

Spell Immunity is explained in the *D&D Companion Set* (DM book, page 28). *Anti-Magic* is explained in the Procedures section of this set (page 2).

Selecting Monsters by XP Value

If you use the Adventure Planning method to place monsters according to their XP values and character needs, note that a list of common opponents is given in the Experience Point entry of the Procedures section (page 10). Details on Adventure Planning are given in the *D&D Companion Set* (DM book, page 2).

Abbreviations

An asterisk (*) after a monster name means that special weapons are required to defeat the monster.

An asterisk (*) after the Hit Dice (HD) means there is a bonus to the Experience Point Value (XPV).

The number appearing (No. Appearing) may be stated for both indoors and outdoors; outdoors is in parentheses.

Movement is in turns and rounds; rounds are in parentheses.

Treasure listed in parentheses means it is carried by the monster.

Monster List, Part 1: *Prime Plane*

Actaeon to Sporacle

Actaeon

Armor Class:	3
Hit Dice:	11**
Move:	150' (50')
Attacks:	2 spears/1 antler or breath
Damage:	7-12/7-12/2-16
No. Appearing:	0
Save As:	Cleric: 11
Morale:	10
Treasure Type:	B
Alignment:	Neutral
XP Value:	2,700

The actaeon is a protector of woodland creatures. Each is manlike, but 9' tall, with the head and antlers of an elk. This solitary creature can camouflage itself perfectly (as if *invisible*) in light or dense woods. When angered by the wanton slaying of woodland creatures (or similar vile acts), the actaeon springs out of hiding, usually with surprise (1-5 on 1d6). Large wood and bone spears are often used.

It has a powerful breath weapon that can be used once per day, filling a 10'x 10'x 10' cube; each victim within it must make a Saving Throw vs. Dragon Breath or be *polymorphed* into a normal forest creature (owl, squirrel, deer, etc.). If the saving throw is made, the transformation still occurs, but lasts for only 24 hours.

Once per day an actaeon may summon woodland creatures to assist it; 1-6 creatures arrive in 1-4 turns. Choose or randomly determine the types of creatures appearing. 1-boar, 2-bear, 3-centaur, 4-griffon, 5-lizard (chameleon), and/or 6-treant. An acteon sometimes works with a druid to preserve the safety of the woods, especially if a dangerous threat is involved.

Adaptor

Armor Class:	9
Hit Dice:	8*
Move:	120' (40')
Attacks:	2 (sword) or see below
Damage:	5-12/5-12 or see below
No. Appearing:	1-6 (1-12)
Save As:	Fighter: 8
Morale:	10
Treasure Type:	V
Alignment:	Any
XP Value:	1,200

Adaptors are a peculiar humanoid race native to all planes of existence. They are very intelligent, and their ancient race has greater and wider knowledge than any sage. They are natural (non-magical) polymorphs, able to change into the form of any creature of human or demi-human size. They also change color after they adapt to an attack. They are travelers, rarely staying anywhere for more than 3 days, and able to enter and leave other planes at will.

These creatures have the ability to adapt—to alter their physical structure to survive in any environment. Once exposed to any type of magical attack, they then become immune to it; for example, a *lightning bolt* would inflict full or half damage when first used against it, but all electrical attacks would thereafter have no effect. The adaptation fades away in 1-10 turns if not used.

In combat, adaptors are skilled at sword-play (2 attacks per round, +4 bonus to Hit and damage rolls) and using their own strange devices (if desired, designed by the DM). Some examples may be a flame tube, trance inducer, or energy neutralizer.

Athach

Armor Class:	0
Hit Dice:	14*
Move:	180'(60')
Attacks:	4
Damage:	2-24/2-24/2-24/2-20 + poison
No. Appearing:	1-3 (1-6)
Save As:	Fighter: 14
Morale:	7
Treasure Type:	I
Alignment:	Chaotic
XP Value:	2,500

Athachs are thought to be some form of giant as they are generally humanoid and stand 18' tall. Each has hideous features, a malformed body, and a third arm in the center of its chest.

These huge monsters are quite stupid and ill-tempered. They love gems and jewelry and, if the offer is good enough, take such in return for not attacking. Athachs attack by bashing their opponents with thick tree stumps or stones, and biting with their gnarled, poisonous tusk-like teeth. Any victim bitten must make a Saving Throw vs. Poison with a -4 penalty or be helpless for 1-6 turns.

Beholder, Undead

Armor Class:	-4/-2/3
Hit Dice:	20******* (hp special)
Move:	60'(20')
Attacks:	1 bite + special
Damage:	2-20 + special
No. Appearing:	1
Save As:	Magic-User: 20
Morale:	12
Treasure Type:	L, N, O (x2)
Alignment:	Chaotic
XP Value:	14,975

An undead beholder is similar to a living one, but is a construct created for some specific evil purpose.

This monster looks quite similar to a normal beholder—a large floating ball, about four feet in diameter, covered with tough armor-plated skin. Atop the monster are ten small eyes on stalks, each with its own magical power. A large central eye is on the front of the body, with a toothy mouth below it. The creature moves about by magical flight, a natural (non-magical) ability. It is extremely intelligent, and speaks many languages. Any cleric of 25th level or greater will recognize the creature as undead when it is seen.

An undead beholder cannot be harmed by normal, silver, or even +1 magical weapons; a magic weapon of +2 or better enchantment is needed to damage it. It is immune to all *charm, hold,* and *sleep* effects, all illusions, *death rays,* and poison.

The monster's body regenerates 3 hit points per round as soon as it is damaged. If reduced to 0 hit points, it is forced into gaseous form and cannot regenerate; it must rest for 1 hour in total darkness before the regeneration starts once again. The monster usually keeps several areas of *continual darkness* near its location.

An undead beholder can assume gaseous form at will. In this form, it has no special abilities, but cannot be harmed except by magic that affects air. The monster cannot use any special abilities during any round of combat in which it is becoming or leaving gaseous form.

Its bite inflicts 2-20 points of damage, and also causes an Energy Drain of 2 levels (as a vampire's).

The monster's front eye always projects a *ray of reflection.* Any spell cast at the monster from this direction is reflected back at the caster. In addition, any attempt to Turn undead from in front is also reflected back on the cleric, who must make a Saving Throw vs. Spells or run in fear for 2-12 rounds. The monster usually turns to face any character who starts casting a spell, and watches for clerics. This *reflection* cannot be aimed above or behind the creature, but only straight in front of it.

If the undead beholder is attacked with a weapon, the player must declare what the character is aiming at—the body, the large eye, or an eye stalk. Each target has a different Armor Class and hit points. The body is AC -4, and can take 90 hit points of damage before the beholder is killed. Damage to the eyes is accounted for separately, and does not count toward killing the creature. The front eye is AC -2, and has 30 hit points. An eye stalk is only AC 3, but each can withstand 20 points of damage. A "slain" eye is cut off, but a damaged eye functions normally. Damaged and lost eyes grow back in 2-5 hours, and do *not* regenerate as fast as the body of the monster.

Eye Stalks: Each small eye may be used once per round at most, and only 3 eyes in one direction (forward, backward, etc.; if a target is above the creature, all 10 small eyes can be used). The beholder often uses only 2 small eyes per round unless seriously threatened.

Eye 1. *animate dead* (range 60')
Eye 2. *charm* (as vampire, 120' range, -2 penalty to the saving throw)
Eye 3. *continual darkness* (range 120')
Eye 4. *death spell* (range 120')
Eye 5. energy drain 1 level (as wight)
Eye 6. energy drain 2 levels (as spectre)
Eye 7. paralysis (as ghoul, range 60'; note that elves are immune to this ray)
Eye 8. animate object (60' range)
Eye 9. dispel magic (26th level)
Eye 10. telekinesis

Devilfish*

Armor Class:	6
Hit Dice:	1 or more (See below)
Move (Swimming):	120' (40')
Attacks:	1 Tail/1 Bite
Damage:	1/1 (or 1-4/1-6 + spells)
No. Appearing:	20 (20-120)
Save As:	Cleric level
Morale:	8
Treasure Type:	Ax2 + F per 20
Alignment:	Chaotic
XP Value:	See below

Devilfish are a race of Chaotic undersea clerics resembling manta rays in shape and size. They are always found in groups of 20 or more. A standard wandering group includes:

	Hit Dice	Cleric Spells by Level	1	2	3	4	5	6	XP
15 Acolytes	1	1	-						10
1 Priest	2*	3	2	-					25
1 Curate	3*	5	2	2	-				50
1 Bishop	4**	7	3	2	2	-			175
1 Patriarch	5**	9	3	3	3	2	-		425
1 Matriarch	6***	12	4	4	4	3	2	1	950
								Entire group:	2,300

Others, placed as desired, are as follows:

	Hit Dice	Cleric Spells by Level	1	2	3	4	5	XP
Adept	1 + 3*	2	1	-				19
Vicar	2 + 3*	4	2	1	-			35
Elder	3 + 3**	6	2	2	1	-		100
Lama	4 + 3**	8	3	3	2	1	-	275
Patriarch	5 + 3***	10	4	4	3	2	1	750

The tail and bite of a normal devilfish each inflict 1 point of damage. However, those of 5 or more Hit Dice have the abilities of vampires (see *Expert Set*, page 57) as well as spell casters. Vampire devilfish inflict more damage (1-4/1-6) and a double Energy Drain with each hit. They can only be harmed by magic or silver weapons (or holy items, as vampires), but may be Turned by a cleric, like regular vampires. They can *charm* and regenerate as normal vampires, but cannot change shape.

Devilfish leaders may be from 10th to 16th level. All have 6 Hit Dice, with one asterisk for each two levels of spells used, plus 1 asterisk for vampirism. They cannot gain seventh level spells. It is nearly impossible for characters to determine which devilfish in a group are casting spells; thus, the XP given for defeating a group includes a large bonus.

Dinosaur

Though not strictly correct in the scientific sense, the game term "dinosaur" applies to any prehistoric bird, fish, mammal, or reptile found in the Mesozoic or Paleozoic Eras. Dinosaurs were the ancestors of modern birds, reptiles and mammals. All dinosaurs are very stupid (Intelligence 1-3) and easily fooled.

Each dinosaur can be placed in one of three categories: aquatic (mostly marine) dinosaurs, land-based carnivores (meat eaters), and land-based herbivores (plant eaters). Use the general information given to create your own specific dinosaurs. Examples of the types described are given. You may either create aditional "new" dinosaurs (bearing little or no relation to actual prehistoric types), or you may wish to base their descriptions on research.

When calculating XP values, treat all dinosaurs as having no special abilities unless they can swallow opponents whole (as noted in some descriptions). If you create your own dinosaurs, be sure to add 1 asterisk for each special ability (such as poison, throwing sptional armor, etc.).

Several dinosaurs are described in the *D&D Expert* rule book and adventure X1. These include the giant crocodile, mastodon (elephant, prehistoric), pterodactyl, triceratops, and tyrannosaurus rex (Expert rule book); and the allosaurus, ankylosaurus, brontosaurus, dimetrodon, megatherium, phorarhacos, pleiosaurus, and trachodon (X1).

Dinosaur, Aquatic

	Small	*Large*	*Armored*
Armor Class:	7	5 to 7	2 to 4
Hit Dice:	2 to 8	9 to 24	6 to 9
Move:	0 to 30'	0 to 60'	10' to 60'
Swimming:	120' to 180'	150' to 240'	90' to 120'
Attacks:	..... 1 bite (+ 2 flippers)		
Bite Damage:	1 to 2-8	2-8 to 4-32	1-4 to 2-16
No. Appearing:	1-2 to 2-16	1-2 to 1-4	1-2 to 1-6
Save As:	..... Fighter = 1/2 dinosaur's Hit Dice		
Morale:	3 to 6	6 to 11	7 to 9
Treasure Type:	Nil	Nil (U + V)	Nil
Alignment:	Neutral	Neutral	Neutral

Most aquatic "dinosaurs" are either fish, turtles, or combinations of both. Most are omnivorous, usually eating marine plants and a few small fish or other easy victims. The fins or flippers of any aquatic dinosaur may be used in defense, though this is not a normal attack form and is not used until after the first morale check is successful, indicating that the dinosaur is in a frenzy.

Small aquatic: Only primitive fish and eels fall in this category. Most flee if disturbed by anything 1 foot long or more.

Large aquatic: Some of the large land herbivores had marine counterparts, very similar in appearance except for much smaller legs, and fins instead of claws. Some appear to be snakes with unarmored but turtle-like bodies. Only the largest aquatic dinosaurs have high morale. A very large specimen (HD 20 +) may be able to swallow a man-sized opponent if the Hit roll is a 20. Treasure may be found inside its body.

Armored aquatic: All the dinosaurs of this category are rather slow, in comparison to other marine life, because of their large shells. They are the ancestors of modern turtles.

Dinosaur, Land Carnivore

	Small	*Large*	*Flying*
Armor Class:	4 or 5	4 to 6	6 or 7
Hit Dice:	1 to 5	6 to 20	1 to 7
Move:	120' to 180'	120' to 210'	150' to 210'
Attacks:	1 bite (+2 claws)	2 claws/1 bite	1 bite
Claw Damage:	0 or 1	1-3 to 2-12	0
Bite Damage:	1-3 to 2-8	2-8 to 5-40	1-3 to 2-12
No. Appearing:	2-8 to 2-12	1-2 to 2-8	1-4 to 3-18
Save As:	..... Fighter = 1/2 dinosaur's Hit Dice		
Morale:	6 to 8	9 to 11	6 to 8
Treasure Type:	Nil	Nil (U + V)	Nil or V
Alignment:	Neutral	Neutral	Neutral

All carnivorous dinosaurs are aggressive, attacking nearly any moving herbivorous prey on sight, and even attacking other carnivores smaller than themselves.

Small Carnivores: These types normally attack with bite only, though some of the larger ones may use claws for minimal damage. They commonly hunt in packs. Only one species is known to be nocturnal, and is a very small and rare type. Only the fastest gain the better armor class (4).

Large Carnivores: These types usually attack with both claws and a bite. Many carnivores of 10 Hit Dice or more hold on with their bites, inflicting automatic damage each round, and the largest carnivores may actually swallow prey whole if the Hit roll is 20. Treasure may be found in the stomachs or droppings.

Flying Carnivores: These dinosaurs have wingspreads ranging from 10 to 60 feet, with body length about 30-40% of the wingspread. With surprise, a flying carnivore may swoop at prey, inflicting double damage if the attack succeeds. The largest may pick up prey of halfling size or smaller. Most flying carnivores flee if harmed, preferring easier prey, unless they are very hungry.

Dinosaur, Land Herbivore

	Small	*Medium**	*Large*
Armor Class:	7	5 or 6	5 or 6
Hit Dice:	1 to 5	6 to 12	13 to 40
Move:	90' to 180'	60' to 120'	30' to 90'
Attacks:	1 tail or bite	1 tail	1 tail
Normal Damage:	1 to 2-8	1-4 to 2-12	2-8 to 4-24
Trample Damage:	Nil or special	2-8 to 3-18	2-12 to 10-100
No. Appearing:	2-12 to 3-30	1-6 to 2-16	1-4 to 2-8
Save As:	..... Fighter = 1/2 dinosaur's Hit Dice		
Morale:	4 to 6	5 to 7	6 to 8
Treasure Type:	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral

*and Armored

Herbivores are usually not aggressive unless armored (see below). However, if surprised or frightened, their actions are often unpredictable. To determine random actions, roll 1d6; 1-2 = attack with tail; 3-4 = run away; 5-6 = charge at intruders. If the dinosaur is damaged, add 1 to the die roll.

All running and charging is at double normal movement rates. When herbivores charge at intruders, each victim must make a Saving Throw vs. Death Ray to avoid being trampled (taking no damage) if they can't get out of the way in time. This may be required up to twice per charging dinosaur (per victim). No Hit rolls should be made for trampling, as the large herbivores do not actually pursue individual prey.

Small herbivores: Many of these creatures stand on their hind legs, and may at a distance seem identical to common carnivorous dinosaurs.

Medium-sized herbivores: Most of these types are four-legged browsing dinosaurs, 15 to 30 feet long. Some are amphibious and are able to go into nearby water to avoid predators.

Armored herbivores: Some of the medium-sized herbivores evolved with heavy bony plates for protection. This "armor" gives them Armor Classes of 3 to -3, and is sometimes studded with spikes or sharp plates. Attackers may, when successfully hitting these dangerously armored types, take damage themselves, ranging from 1-4 to 2-8 points. Some armored herbivores (notably the triceratops) can use 1 or 2 horn attacks, sometimes with a bite as well, to defend themselves.

Large herbivores: These huge creatures often stand in swamp or shallow water, both to support their vast bulks and to avoid predators. They often have long necks and tails.

Dragon

Presented here are dragons whose statistics are similar to the dragon statistics in the Basic and Companion Sets. For Experience Point calculations, one bonus should be added for every 2 levels of spell casting.

Dragon	Alignment	Similar to	Breaths
Crystal	Lawful	White Dragon	Cold or Crystal
Onyx	Neutral	Black Dragon	Acid or Darkness
Jade	Neutral	Green Dragon	Poison Gas or Disease
Sapphire	Lawful	Blue Dragon	Lightning or Vaporize
Ruby	Lawful	Red Dragon	Fire and Melt
Brown	Chaotic	Gold Dragon	Fire and Melt Gas and Disease

All details given in the *Basic* and *Companion Sets* still apply. Refer to the *DM Companion Book 2* (pages 30-31) for details on the kick, tail, and wing attacks, and hover, and crush.

At 120' or greater range, each of the "gemstone" dragons appears identical to that of the corresponding normal color (i.e. white and crystal, black and onyx, green and jade, blue and sapphire, red and ruby, brown and gold). At closer ranges the shimmering color differences can be easily distinguished by the trained eye.

Breath Weapon Information

As with other dragons, each victim of a dragon's breath must make a Saving Throw vs. Dragon Breath or take damage equal to the current hit point of the dragon. The following spell effects are not true spells, and cannot be turned or absorbed by devices or other protective spell effects (including spell immunity). Wherever applicable, treat the level of caster (for purposes of duration, dispelling, etc.) as equal to the Hit Dice of the dragon.

Crystal: If the saving throw is failed, full damage is inflicted and all the victim's nonliving carried items turn to crystal. This includes teeth and claws (or nails). If the saving throw succeeds, the victim only takes half damage and his items are unaffected. Any weapon, tooth or claw turned to crystal can be used to attack, but will probably (1-5 on 1d6) shatter if a hit is scored. If the weapon shatters, it inflicts the minimum possible damage for that blow, and is destroyed. A *stone to flesh* spell (in modified form) can be used to permanently turn up to 100 cubic feet of crystal items (easily including all items normally carried by 1-3 persons) back to their normal forms.

Onyx: If the saving throw is failed, full damage is inflicted and a *darkness* spell effect (15′ radius) appears centered on the victim, moving as the victim moves. It may be countered by a *light* spell, or removed by *dispel magic*; otherwise it remains for 1 round per Hit Die of the dragon. This *darkness* is a special type through which the dragon can easily see, so it does not interfere with the dragons attacks; it otherwise functions exactly as a normal *darkness* spell.

Jade: If the saving throw is failed, full damage is inflicted and the victim and all items carried become infected with a rotting disease. This disease causes all non-metal items to rot away in 1-6 turns unless a *cure disease* spell is cast on them during that time. A diseased victim cannot be affected by healing spells of any type, nor by any item that produces healing, except a *cure disease* effect. The disease also inflicts 1 point of damage per turn (but not cumulative in the case of multiple failed saving throws). If the saving throw is successful, the victim only takes half damage and avoids the rotting disease.

Sapphire: If the saving throw is failed, full damage is inflicted and the victim and all items carried are turned into gaseous form, invisible and unable to make any noise or affect any solid item. The victim may move at up to a 60'(20') rate by concentrating. A *dispel magic* effect can restore the victim and items to normal form; treat the level of magic as equal to the dragon's Hit Dice. Other creatures in gaseous form are immune to most attacks. all saving throws against area effects (such as lightning, fire, etc.).

Ruby: If the saving throw is failed, full damage is inflicted and all items carried start to burn or melt. Paper items are destroyed instantly; leather items in 1 round; all other non-metal items in 2 rounds; non-magical metal items in 3 rounds; and magical items of all sorts in 4 or more rounds. If the item has a bonus ("plusses"), add 1 round to the 4 round period for each point. Items which give immunity or resistance to fire also melt, but in double the normal time. The burning or melting items may be saved if immersed in water (or otherwise cooled, such as magically) before they are destroyed. The DM may choose to deduct 1 or more "plusses" from partially damaged items.

Brown: The notes given previously for Jade and Ruby dragons apply to this creature's respective breath weapons.

Dragon Ruler

Pearl *(The Moon Dragon), Ruler of all Chaotic Dragons**

Armor Class:	-8
Hit Dice:	24********
Move:	180'(60')
Flying:	420'(140')
Attacks:	Up to 9 (see below)
Damage:	See below
Breath:	As any chaotic dragon
No. Appearing:	1 (unique)
Save As:	Fighter: 36 (and see below)
Morale:	10 (see below)
Treasure Type:	Hx4, Ix3, N, O
Alignment:	Chaotic
XP Value:	25,250

Opal *(The Sun Dragon), Ruler of all Neutral Dragons**

Armor Class:	-9
Hit Dice:	27********
Move:	180'(60')
Flying:	420'(140')
Attacks:	Up to 9 (see below)
Damage:	See below
Breath:	As any neutral dragon
No. Appearing:	1 (unique)
Save As:	Fighter: 36 (see below)
Morale:	10 (see below)
Treasure Type:	Hx4, Ix3, N, O
Alignment:	Neutral
XP Value:	32,000

Diamond *(The Star Dragon), Ruler of all Lawful Dragons**

Armor Class:	-10
Hit Dice:	30********
Move:	180'(60')
Flying:	420'(140')
Attacks:	Up to 9 (see below)
Damage:	See below
Breath:	As any lawful dragon
No. Appearing:	1 (unique)
Save As:	Fighter: 36 (see below)
Morale:	10 (see below)
Treasure Type:	Hx4, Ix3, N, O
Alignment:	Lawful
XP Value:	38,750

The Great Dragon, *Ruler of All Dragonkind**

Armor Class:	-12
Hit Dice:	40*********
Move:	240'(80')
Flying:	480'(160')
Attacks:	Up to 10 (see below)
Damage:	See below
Breath:	As any dragon
No. Appearing:	1 (unique)
Save As:	Fighter: 36 (see below)
Morale:	10 (see below)
Treasure Type:	Hx5, Ix4, Nx2, Ox2, + special
Alignment:	Unknown
XP Value:	68,000

Attacks and Damages *(with dice used)*

	Bite or Crush	Claws, Kicks, Wings, and Tail
Pearl (Moon)	6d8	2d8 each
Opal (Sun)	6d8 + 4	2d8 + 2 each
Diamond (Star)	6d8 + 8	2d8 + 4 each
The Great One	6d10	3d10 each

SPELLS *(by level)—both types (CL and MU)*

	1	2	3	4	5	6	7
Each of the 3 lesser rulers	7	6	5	4	3	2	1
The Great One	9	8	7	6	5	4	3

These creatures are extremely rare, almost never appearing on the Prime Plane unless there is great need. They are all Immortal. If a dragon ruler's material body is slain, the spirit goes to its home plane (one of the Outer Planes) and creates a new body.

Each ruler is always attended by four of their largest, most powerful followers. Pearl is always accompanied by four huge brown dragons, each with 176 hit points. Opal is always with four blue dragons, each with 144 hit points. Diamond is always with four gold dragons, each with 176 hit points. All of these attendants can use spells. The dragon ruler often relaxes in the same form as its attendants, to confuse magical scrying or possible intruders.

When traveling, the dragon rulers usually bring 1 of each type of their largest subjects; for example, when on an excursion to the Prime Plane, Diamond brings 1 ruby dragon (hp 160), 1 sapphire dragon (hp 144), and 1 crystal dragon (hp 96), in addition to the usual 4 gold dragons (hp 176 each). Of course, all the dragon rulers travel in the same form as one of their attendants.

All dragon rulers are immune to *charm, hold, paralysis, slow, death ray, disintegration*, and poison. The three lesser rulers are immune to normal and silvered weapons, and to all spells of 3rd level or less. The Great Dragon is immune to all spells of 6th level or less, and to all weapons of less than + 3 enchantment. All dragon rulers are immune to all other dragon breath weapons of all types and are unaffected by *dragon control* magic items.

A dragon ruler can *polymorph* itself at will into the form of any of its follower dragons. Each ruler has a spell book containing all of the known spells, but must study and learn them just as a normal magic-user. Cleric spells are gained with the usual amount of meditation. The information on the spell chart applies to both cleric and magic-user spells.

Each dragon ruler can use any breath weapon of its followers, each once per day, and while in either normal or polymorphed (to a lesser dragon) form. For example, Opal can breathe a cone of cold (as a white), line of acid-and-darkness (as an onyx), cloud of gas-and-disease (as a jade), or a lightning bolt (as a blue), for a total of 4 breaths per day. Each dragon ruler can attack up to nine times per round (with 2 bites, 2 claws, 2 wings, 2 kicks, and 1 tail), maneuvering very quickly. The Great One has up to 10 attacks, using the tail twice.

The lair treasures of the dragon rulers always include at least 3 miscellaneous magic items usable by dragons; these items may be used against invaders, as appropriate. The Great Dragon owns 1 artifact in addition. (DM's choice, but the artifact is not ultimately fatal to the dragon ruler, nor does it involve undead in any way.)

The 3 lesser rulers of dragonkind do not like or cooperate with each other, but neither do they fight each other. The Great Dragon treats them equally, without a favorite. The origins of the rulers are unknown, but the lesser rulers may be the offspring of The Great One.

Drake

	Mandrake	*Woodrake*
Armor Class:	0	0
Hit Dice:	3***	4***
Move:	120'(40')	120'(40')
Flying:	30'(10')	30'(10')
Attacks:	2 claws/1 bite	2 claws/1 bite
Damage:	1-2/1-2/1-6	1-2/1-2/1-8
No. Appearing:	1-4 (1-4)	1-4 (1-4)
Save As:	Magic-user: 6	Magic-user: 8
Morale:	8	8
Treasure Type:	(Vx2) E	(Vx2) E
Alignment:	Chaotic	Chaotic
XP Value:	80	225

	Colddrake	*Elemental**
Armor Class:	0	0
Hit Dice:	5***	6****
Move:	120'(40')	120'(40')
Flying:	30'(10')	30'(10')
Attacks:	2 claws/1 bite	2 claws/1 bite
Damage:	1-2/1-2/2-8	1-3/1-3/3-10
No. Appearing:	1-4 (1-4)	1-4 (1-4)
Save As:	Magic-user: 10	Magic-user: 12
Morale:	8	9
Treasure Type:	(Vx2) E	Special
Alignment:	Chaotic	Neutral
XP Value:	550	1,175

A drake is an enchanted monster, a man-sized dragon-like creature. Drakes have no breath weapons or spell casting abilities. They may be evil or good (50% chance of each) but, except for Elemental forms, are always very Chaotic. All drakes are extremely intelligent and clever; they tell lies as needed, and surrender rather than fight to the death. Drakes are immune to all spells of 4th level or less, but may cancel this immunity for 1 round by concentrating—to receive the benefits of a *cure wounds* spell, for example.

In normal form, a drake looks similar to a small dragon without front legs but with tiny wings. These wings can only support slow flight, and only for an hour at a time. All drakes can *polymorph* themselves into humanoid form (and back) as often as desired. The Attacks and Damage given above apply to normal form only. In humanoid form, a drake may use any weapon permitted to thieves.

All drakes are thieves, having all the special abilities of a 5th-level thief. Some mandrakes may actually join Thieves' Guilds and improve their abilities, though most avoid such lawfulness. They are fond of pranks and tricks, and sometimes act as agents for evil powers. A *protection from evil* spell effect blocks drakes.

Mandrake: These drakes can change into human form, and they enjoy the company of men. They often hold minor jobs in stables and taverns in towns (never in positions of importance or power), and may pretend to be adventurers. They often steal food from town storehouses, and valuables from wandering townsfolk.

Wooddrake: These creatures can change themselves into elf or halfling forms. They are otherwise very similar in habits to mandrakes, and are sometimes discovered amidst elven or halfling communities.

Colddrake: These monsters shun the light of day, living deep underground (usually in icy caverns). They can change themselves into dwarf or gnome forms, and can sometimes be found amidst an underground dwarf or gnome community.

Elemental drake: There are four types: airdrakes, earthdrakes, firedrakes, and waterdrakes. They have the same immunities as all drakes. Elemental drakes are also immune to normal and silver weapons; a magic weapon is needed to damage them. They live on the Elemental Planes, and are very rare on the Prime Plane. They cannot normally travel between the Planes, but may "ride" along with an elemental or other creature, either to or from their Plane of origin.

On the Prime Plane, elemental drakes can take the forms of young giants (1-4 feet shorter than normal), but they cannot throw rocks in those forms, and can only inflict 2-12 points of damage in hand-to-hand combat (instead of the normal damage done by the giant form). An airdrake can assume the form of a cloud giant; an earthdrake, a stone giant; a firedrake, a fire giant; and a waterdrake, a storm giant. They are sometimes found amidst similar real giants, acting for their own purposes.

On their home Planes, elemental drakes cannot change into giant forms; instead, they can assume the form of a small elemental, with all the abilities of that form. (Treat each as a 6 Hit Dice elemental in size and ability.)

Faerie

Armor Class:	5
Hit Dice:	1 + 1* or more
Move:	120'(40')
Flying:	240' (80')
Attacks:	1 weapon or spell
Damage:	by weapon or spell
No. Appearing:	1-6 (23-60)
Save As:	Elf: 1 (or better)
Morale:	9
Treasure Type:	(Nil) Special
Alignment:	Any
XP Value:	19 (or more)

Faeries are the very rare "missing demi-humans" of legend. As the dwarves inhabit the mountains, halflings the fields, and the elves the woods, the faerie inhabit the air and clouds. Faeries are close relatives of other demi-humans, with features of each. They appear as halfling-sized humanoids with gossamer wings, dwarvish noses and beards, and elvish ears and eyes.

Faeries are naturally invisible at all times, and never appear to normal sight. Their bodies are mostly an airy substance, and they can hover or fly with very little effort. They build their homes of "clouds," and enjoy basking in the sun while storms rage below. They have their own great empire of the wind far above the earth, commonly known only to themselves and a few air creatures; even birds and other flying creatures are normally unaware of their existence.

Faeries can see invisible things easily. The following abilities are common to all faeries, usable at will, up to once per round: *assume gaseous form, create fog* (a 10' cube around the faerie), *condense fog* (causing a misty drizzle within any fog), return to normal form (from gaseous), *summon breeze* (which causes open flames to flicker, blows out candles but not larger flames, and enables the faerie to move at a 36" rate).

Common faeries have 1 + 1 Hit Dice, but leaders and exceptional types have up to 9 Hit Dice. Spell casters are rare but do exist (both types). Faeries do not usually carry treasure, but may have fabulous treasures in their homes—but made of air and mist, mostly unusable by solid creatures.

Giant

	Mountain	*Sea*
Armor Class:	0	0
Hit Dice:	12* to 20*	9* to 15*
Move:	150'(50')	120'(40')
Attacks:	1 weapon	1 weapon or special
Damage:	5-50	See below
No. Appearing:	1-4 (1-20)	1-2 (1-20)
Save As:	.:.....Fighter: equal to Hit Dice.....	
Morale:	9	10
Treasure Type:	E + 5,000 gp	E + 5,000 gp
Alignment:	Neutral	Neutral

XP Value by Hit Dice:

9* = 1,600	10* = 1,750	11* = 1,900	12* = 2,12
13* = 2,300	14* = 2,500	15* = 2,700	16* = 2,95
17* = 3,150	18* = 3,475	19* = 3,800	20* = 4,17

Mountain giants: These appear similar to stone or hill giants. They are hairy, have grayish skin, and stand 12' to 20' tall (usually 1' per Hit Die). They often (80%) carry boulders, and can throw them great distances (100/200/400), for 4-24 points of damage each. They are usually reclusive but mercenary, and may be hired to fight for any large force. In melee combat, they use huge swords or stone clubs (D 5-50).

Sea giants: These normally friendly creatures are rarely seen, preferring to live in the deepest canyons of the ocean depths. They appear identical to humans, except for their height (15' to 20' tall). Sea giants breathe water, but can hold their breaths for up to a full turn when venturing out of the sea (very rare). Though able to use weapons (usually huge spears, D 4-40), they rarely do so. They can push water with great force, creating a current (underwater) in a cone-shaped area 50' long and 30' wide at its base; all within that area are shoved 60' away from the giant at great speed (no saving throw), and each victim must make a Saving Throw vs. Death Ray or be stunned for 1-6 rounds (unable to cast spells, and with 1/4 normal movement). On the surface, this current becomes a wave with the same effect but of greater size (120' long and 60' wide at the base), and inflicts 2-12 Hull points of damage to any vessel in its path.

Hag

	Black	*Sea**
Armor Class:	4	4
Hit Dice:	11**** to 20 ******	8***
Move:	150'(50')	120'(40')
Swimming:	60'(20')	150'(50')
Attacks:	2 claws or 1 spell	1 dagger/1 touch + gaze
Damage:	2-8 + poison or spell	1-6/1 Energy Drain + special
No. Appearing:	1(1)	1(1)
Save As:	Cleric of same level	Fighter: 8
Morale:	10	10
Treasure Type:	C	G + M
Alignment:	Chaotic	Chaotic
XP Value:	See below	2,300

XP Value by HD:

11**** = 4,300	16***** = 7,350
12***** = 5,625	17****** = 8,900
13***** = 6,100	18****** = 10,225
14***** = 6,500	19****** = 11,550
15***** = 6,900	20****** = 13,175

Hags appear as ugly human females, but are actually monsters. They have the common ability to control undead as if they were also undead. Each hag is treated as double its Hit Dice for control calculations (sea hag as if 16 HD, black hag as if 22-40 HD). (See page 22 in the Procedures section for details about controlling undead.) Each type of hag is also immune to all special abilities of undead (including energy drain, paralysis, undead-created disease or poison, etc.).

Black: A black hag has black hair and blue-black warty skin. It can cast spells as if a cleric (level equal to its Hit Dice), but rarely uses its powers for healing (except itself), preferring death and destruction. If a black hag does not cast spells, it rends its opponents with its poisonous iron claws; any victim hit must make a Saving Throw vs. Poison with a -4 penalty, or die. Black hags live in dark caves or in rude thatched huts deep in gloomy forests. They often keep various slimes, oozes, and puddings for company, and are always accompanied by 3-18 evil monsters, many of them undead (but rarely all).

Sea: This is one of the ugliest creatures known, and has the foulest habits imaginable. All who see it or even approach within 10' must immediately make a Saving Throw vs. Spells with a -6 penalty, or flee in fear and disgust for 1d20 + 5 rounds. A sea hag can be harmed only by silver or magic weapons. It lives mostly in shallow ocean waters near coasts, but may venture on land for up to 3 hours at a time. Its touch is an energy drain of one level (as a wight's), and also causes disease (neither effect allowing a saving throw).

Hsiao

Armor Class:	5
Hit Dice:	4** to 15****
Move:	90'(30')
Flying:	210' (70')
Attacks:	2 claws/1 beak or 1 spell
Damage:	1-6/1-6/1-4 or as spell
No. Appearing:	1-4 (1-20)
Save As:	Cleric: by hit dice
Morale:	9
Treasure Type:	O
Alignment:	Lawful

XP Value by HD:

4** = 175	10**** = 4,000
5** = 425	11**** = 4,300
6*** = 950	12**** = 4,750
7*** = 1,650	13**** = 5,150
8*** = 2,300	14**** = 5,500
9*** = 3,000	15**** = 5,850

The hsiao (sh-HOW) are a race of peaceful cleric-philosophers who inhabit woodlands and forests. They appear as giant owls with broad feathered wings and large golden eyes. The creatures live in trees, making earthen nests and tunnels high above the forest floor. The hsiao know and work closely with other woodland creatures (including centaurs, elves, treants, and unicorns), and may call on them for aid. Most of these avian clerics are 4th level; 25% are higher levels (as given above; maximum level is 15th).

Although able to physically defend themselves with their sharp claws and beak, the owl-clerics depend on the assistance of their woodland allies for protection. The hsiao are known to some druids, though their philosophies (alignments) obviously differ greatly.

Human

Two special types of humans are described: Headsmen (including Thugs) and Mystics. Both male and female human NPCs may be found in these unusual professions, but not demi-humans or non-humans.

Headsman (and Thug)

Armor Class:	4 or better
Hit Dice:	1** to 12******
Move:	120'(40')
Attacks:	1 weapon
Damage:	By weapon or special
No. Appearing:	1-6 (2-24)
Save As:	Thief of equal level
Morale:	7 or better
Treasure Type:	(U + V), F
Alignment:	Neutral

XP Value by HD:

1** = 16	5** = 425	9*** = 3,700
2** = 30	6*** = 950	10***** = 4,750
3** = 65	7*** = 1,650	11***** = 5,100
4** = 175	8**** = 2,850	12****** = 6,500

Headsmen (also called Executioners) are NPC humans commonly employed by dominion rulers. They are trained in the business of killing criminals who have received the death penalty for any of various crimes. Most headsmen are skilled in the proper use of bladed weapons, ropes, and poisons, and are able to execute criminals quickly and neatly.

All professional headsmen belong to their own guild, which is a branch of the Thieves' Guild. Headsmen keep their true identities completely secret, wearing hoods or disguises when engaged in professional activities. Many own ordinary shops, and can seem to be perfectly ordinary townsfolk. Headsmen of 6 HD or more are 90% undetectable in their disguises, and study languages of all sorts to improve their masquerades. Headsmen of 10 HD or more can even use the secret languages of other alignments.

Thugs

A secret organization exists within the Guild of Headsmen, and its members can be dangerous. These evil headsmen enjoy their work too much, and offer their services for open hire. Others call them Assassins or Thugs; they call themselves Pragmati ("the practical people").

Unlike the Thieves' Guild, the Pragmati are not supported by adventurers or rulers. They are sometimes hired by other NPCs, especially evil ones. However, PCs do not normally contact these headsmen for any reason; their organization is dangerous as either an enemy or an ally. Thugs are treacherous and self-serving, known to extort money from their previous "clients" with threats of exposure, kidnapping, or even murder.

Thugs often use poisoned weapons, and strongly prefer stealth, treachery, and ambush to normal attacks. They often use magical devices when attacking powerful opponents; potions, rings, and miscellaneous items are preferred. Thugs rarely use magic weapons, preferring cheap but effective tools that could easily be left behind. They never use spells, though they may hire (or even be led by) evil spell casters.

Thugs usually retreat if damaged, and may flee even if merely discovered, depending on the situation. They rarely attack adventurers, knowing well that magic and other special attacks can be deadly. However, a group of thugs may try to ambush a party if the chance for success is good, especially if the party has recently been wounded in a difficult battle. Sometimes thugs may be hired as guards, if assured of high-level clerical assistance when injured or slain. They may rarely be found working with bandits or other renegade groups, usually in disguise and often unbeknownst to the bandits themselves.

Special Abilities

Thugs know methods to kill quickly, neatly, and silently. A thug also has the same Special Abilities as a thief of the same level; for example, a 6 Hit Die thug can Climb Walls with a 92% chance of success. Thugs use standard monster Hit roll charts, not those for characters.

A thug may make preparations to surprise a victim; if so, a roll of 1-3 (instead of 1-2) indicates surprise. These preparations often include disguise, success at moving silently (as the thief ability), and a strong cord or edged weapon held ready, possibly while successfully hiding in shadows.

If a prepared thug gains surprise, the victim may be slain with a single blow, regardless of hit points. No Hit roll is made; instead, the base chance of success is 50%, modified by the difference in Hit Dice, as follows: if the victim's level is greater than the Thug's, subtract 5% per Hit Die; if the victim's level is less than the Thug's, add 5% per Hit Die. If the thug does not gain surprise, a normal Hit roll is made, and normal damage is inflicted if the attempt succeeds. A successful hit may also require the victim to make a Saving Throw vs. Poison if the thug is using a poisoned blade.

Example: A 7HD thug attempting to kill a swordmaster (3HD fighter) has a chance of 50% plus 20% (for 4 HD difference in the headsman's favor), or 70%. If the same thug tried to kill a 25th level fighter lord, the chance is 50% minus 10% (2 HD difference in the victim's favor), or 40%. Remember that the fighter has only 9 HD (despite his or her added hit points per level above that), for a difference of only 2 Hit Dice in this example.

Mystic

Armor Class:	9 or better (see below)
Hit Dice:	1 to 16********* (d6)
Move:	120'(40') to 320'(80') (see below)
Attacks:	1 weapon or see below
Damage:	By weapon or see below
No. Appearing:	1-8 (6-48)
Save As:	Fighter of equal level
Morale:	7 or better
Treasure Type:	(V) I, L, M, N, O
Alignment:	Any (usually Lawful)
XP Value:	See below

			Hand Atks		
HD (d6)	AC	MV	#AT	D	XP Value
1	9	120'	1	1d4	10
2*	8	130'	1	1d4 + 1	25
3*	7	140'	1	1d6	50
4**	6	150'	1	1d6 + 1	175
5***	5	160'	2	1d8	550
6***	4	170'	2	1d8 + 1	950
7***	3	180'	2	1d10	1,650
8****	2	190'	2	1d12	2,850
9*****	1	200'	3	2d8	4,400
10*****	0	210'	3	2d10	4,750
11*****	-1	220'	3	2d12	5,100
12******	-2	240'	3	3d8 + 1	6,500
13*******	-3	260'	4	4d6 + 2	8,000
14********	-4	280'	4	5d6	9,500
15********	-5	300'	4	4d8	10,050
16*********	-6	320'	4	3d12	11,750

A mystic is an NPC human who rigorously follows a way of life involving a special discipline of meditation, study, and physical training. All mystics live in special building complexes (often called cloisters or monasteries), located far from towns or other parts of common civilization. Mystics allow no unwelcome intruders in their cloisters, but may sometimes invite others to come and discuss their problems. Mystics do leave the cloisters for various reasons (including common adventuring), but always return home within 3 months. They may be hired by PCs at the standard rate of 50 gp per day per Hit Die of the mystic.

There are any number of mystics of 1 to 7 HD, but only seven each of 8 to 12 HD, five each of 13 to 15 HD, and three of 16 HD. Any mystic of 13 HD or more is called a Greater Master, and each rules a separate cloister. Lesser Masters, of 8 to 12 Hit Dice, may also rule cloisters. Details on cloister organization and PC mystics are given in the Procedures section (pg. #).

Mystics are usually (75%) Lawful, though other alignments are represented. All are utterly devoted to the mystic discipline, which is neither good nor evil, similar in that respect to druid philosophy. However, the mystics rely on inner strength, and believe in extraordinary but non-magical powers (rather than the powers of nature, as the druids do).

Mystics never wear armor of any type, nor do they ever use protective magical devices (such as rings, cloaks, etc.); they rely on their discipline for protection. They may use potions or other magic items for certain situations. They are trained to use all weapons, but often do not carry them. All material goods (money, magic items, etc.) are owned by the cloister, not by the mystics themselves, and are merely loaned or given to the individuals as needed.

Six-sided dice are used to determine a mystic's hit points. A mystic makes Hit rolls (and saving throws) as if a fighter of the same level, not as a monster. Other details of mystics vary by their Hit Dice (experience), as given on the chart, including Armor Class, Movement rate, Attacks per round, and a special melee attack form using the hands as weapons. When mystics fight each other (such as for sport), they gain a +4 bonus to all Hit rolls.

Mystics can often be recognized by their robes or other unusual garb, but another distinctive feature is their salute. Upon meeting another creature presumed to be peaceful, the mystic raises a fist, covers it with the other hand, and bows slightly. This symbolizes greetings (the bow), readiness to fight if necessary (the fist), but peaceful intentions (the covered fist).

Special Abilities

Any mystic can use the following Special Abilities of thieves as if a thief of the same level: Find Traps, Remove Traps, Move Silently, Climb Walls, and Hide in Shadows.

Mystics gain other special abilities as they progress in levels, as given. These abilities, once gained, are retained at higher levels.

2 HD: Awareness
4 HD: Heal self
6 HD: Speak with animals
8 HD: Resistance
10 HD: Speak with anyone
12 HD: Mind block
14 HD: Blankout
16 HD: Gentle touch

Explanations:

Awareness: The mystic is only surprised on a roll of 1 (on 1d6).

Heal Self: The mystic may, once per day, cure himself of 1 point of damage for each of his Hit Dice, simply by concentrating for 1 round.

Speak with Animals: The mystic may speak with any normal or giant animal as often as desired.

Resistance: The mystic takes only 1/2 damage from all spells and breath weapons that inflict points of damage, or 1/4 damage if the saving throw is successful.

Speak with Anyone: The mystic may speak with any living creature that has a language of any sort, as often as desired.

Mind Block: The mystic is immune to *ESP, hold* and *slow* spells, magical *charms, quests,* and *geas* spells.

Blankout: By concentrating for one round, the mystic causes his presence to "disappear." The mystic cannot be seen or magically detected by any living or undead creature (no saving throw). The effect lasts for 1 round per Hit Die of the mystic or until he attacks.

Gentle Touch: Once per day, the mystic may use the Gentle Touch on any one living creature hit (by normal roll). The mystic must declare he is using the effect first. No saving throw is allowed to avoid the subsequent effect, but a victim with more Hit Dice than the mystic cannot be affected. (Hit Dice are used, not levels of experience.)

The Touch has one of the following results (as chosen by the mystic): *charm, cureall, death, quest,* or *paralysis.* The effect lasts for 24 hours.

Lich*

Armor Class:	0
Hit Dice:	As character type + level
Move:	90'(30')
Attacks:	1 touch or 1 spell
Damage:	1-10 + paralysis or by spell
No. Appearing:	1
Save As:	Character type and level
Morale:	10
Treasure Type:	See below
Alignment:	Chaotic
XP Value:	See below

A lich is a powerful undead monster of magical origin. It looks like a skeleton wearing fine garments, and was once an evil and chaotic magic-user or cleric of level 21 or greater (often 27-36). A lich is still able to use spells as it did while alive, so is extremely dangerous.

The very sight of a lich causes *fear* in all characters below 5th level (no saving throw). Its merest touch causes 1-10 points of damage, and can paralyze any creature for 1-100 days (though a saving throw applies, and the paralysis is magically dispellable).

Before any encounter with a lich, the DM should select spells for the creature. This should be done with care, as a lich is extremely intelligent and uses them to its best advantage. Note that morale is given as 10, but a lich flees if in actual danger. A lich is not normally found wandering, but instead remains in or very near a well-defended lair.

Outside of its lair, a lich always carries 2-5 powerful magic items to be used in case of trouble. You should choose these, not randomly determine them. Within its lair, a lich has 4-32 additional temporary magic items (or more), plus the amounts of coins, gems, and jewelry given for Treasure Type H (but at 90% chance for each type). The number and severity of traps and other dangers to intruders should be appropriate to protect such a hoard.

Liches are undead, and can be Turned (but not destroyed) by clerics. They are immune to *charm, sleep, feeblemind, polymorph, cold, lightning,* and *death* spells, and can only be harmed by magical weapons. They are also immune to the effects of all spells of less than 4th level.

A magic-user lich normally has 1-2 spells on it of permanent nature—most often *detect invisible* or *fly.*

A cleric lich normally has 3-12 types of other undead nearby, acting as servants. A full lair of each type (maximum number appearing) is usually present.

Either type of lich can summon other powerful undead for aid. The summons can be made simply by concentrating, and the creature(s) responding arrive 1-100 rounds later, depending on their distance. The summons may be made as often as desired, but any one type of creature will respond only once per day at most. To randomly determine the creatures appearing in answer to the summons, roll 1d20 and refer to the following table. Roll again if a type of creature has already responded that day.

Roll	Creature
1-5	spectres (2-8)
6-9	vampires (1-6)
10-12	phantom, shade (1-3)
13-15	haunt, ghost (1-2 Chaotic)
16	haunt, poltergeist (1-2)
17	spirit, druj
18	spirit, revenant
19	nightshade (any 1)
20	undead beholder

A vampire summoned may (25% chance; check for each) be a magic-user or cleric of level 7-18 (1d12 + 6).

Lycanthrope

	Werebat	*Werefox*	*Wereseal*
Armor Class:	4 (9)	6 (9)	5 (9)
Hit Dice:	3 + 3*	3 + 2*	5 + 2*
Move:	60'(20')	180'(60')	60'(20')
Special:	180'(60')	90'(30')	180'(60')
Attacks:	1 bite	1 bite or weapon	1 bite
Damage:	1-4	1-6 or by weapon	2-12
No. Appearing:	2-12 (1-8)	1-6 (2-12)	0 (2-20)
Save As:	Fighter: 3	Fighter: 3	Fighter: 5
Morale:	7	8	9
Treasure Type:	C	C	C
Alignment:	Chaotic	Neutral	Chaotic
XP Value:	75	75	400

Lycanthropy, a magical disease, appears in more forms than those described here and in the *Basic Set* (DMR pg. 33). Furthermore, humans are not the only creatures afflicted. The notes given in the Basic Set still apply, and are summarized below after the individual creature descriptions.

Werebat: These dangerous flying creatures are sometimes confused with vampires, turning from human to bat form at will. In addition to summoning normal and giant bats, they may summon 1-4 other werebats (each of which can, in turn, summon other normal or giant bats, but not more werebats). Each werebat bite may inflict a non-magical disease; the chance is 1 in 6, checked per bite. Its "special" movement rate is for flying.

Werefox: Where dense underbrush slows most normal movement to 1/2 or less, this creature can maintain full or 2/3 normal movement. It also normally has high intelligence, and thus often becomes a magic-user as well (though spells can only be cast when in human form). Its "special" movement rate is for swimming. A werefox can also *charm* (persons in person form, animals in fox form) 3 times per day; however, this effect lasts for 24 hours at most.

Wereseal: This unusual creature is only found near seacoasts of cold water. Its "special" movement rate is for swimming. The more common female form (described) is not normally aggressive, but the rarer male (bull) seal can be quite dangerous (AC 3; HD 8*; MV (same); D 2-20; Save F8; ML 11; XPV 1,200). One bull seal is usually accompanied by 2-8 females.

Any lycanthrope can summon animals of its weretype; for example, werebats may summon giant bats. A maximum of 1 creature per Hit Die of the lycanthrope will respond to the summons; a wereboar (4 + 1 Hit Dice) may summon 1-4 wild boars.

Summoned animals arrive in 1-4 rounds. If a lycanthrope is hit by wolfsbane, it must make a Saving Throw vs. Poison or run away in fear. A lycanthrope returns to "normal" form when killed. In animal form, a lycanthrope may only be harmed by magic weapons, silvered weapons, or magic spells. In human form, a lycanthrope often looks somewhat like its wereform; werebats have long arms, werefoxes are sly and nimble, etc. In this form, they may be attacked normally.

Any human character who loses more than half of his or her hit points in battle with a lycanthrope will become a lycanthrope of the same type in 2-24 days. The disease kills demi-humans instead of turning them into lycanthropes. The disease may be removed only with a *cure disease* spell cast by an 11th or higher level cleric.

Non-human Victims

Any primate may be afflicted with lycanthropy. Most primates are not described in these rules, but the DM may easily create details for them. Possible primates include baboons, cavemen, chimpanzees, gorillas, lemurs, marmosets, monkeys, and orangutans. However, any magical or fantastic crossbreed of primate (such as demi-humans) will die from lycanthropy.

Other Lycanthropes

The DM may also create statistics for other lycanthropes if desired. Normally, only the mammal class of animals are afflicted; some rare exceptions have been noted among the cartilaginous fish (sharks and rays), but no other bony fish have been involved. The only mammals known to be possible were-forms are:

Flesh-eating mammals (bears, cats, dogs, foxes, hyenas, jackals, otters, skunks, weasels, and wolves)

Flying mammals (bats)

Gnawing mammals (beavers, mice, porcupines, rats, and squirrels)

Hoofed mammals (antelope, buffalo, bull, camel, deer, hippopotamus, horse, moose, ox, pig, rhinoceros, and zebra)

Large swimming mammals (sea lions, seals)
Long-nosed mammals (elephant)

When creating game statistics for these creatures, describe the normal forms first. Review the statistics given for the normal and giant animal, and be sure the Hit Dice, Damage, and other details of the new ones fit logically within the system. The statistics for the were-forms are calculated as follows:

Armor Class: Same or 1-6 places better; never worse. In human (or primate) form, same as if normal and unarmored (usually 9 or 8).

Hit Dice: 120-200% of normal (medium to large-sized animals) to 8 times normal (small animals).

Move: Same (large animals) to 3 times normal (small animals).

Attacks: Always the same, possibly adding weapon use (q.v. were-rat, werefox).

Damage: Larger, usually by using the next larger die; for example, increasing 1d4 to 1d6. Sometimes much larger, especially if animal is small.

No. Appearing: Usually 1/2 normal or less.

Save As: Fighter of equal Level.

Morale: Same or 1-4 places better.

Treasure Type: C at least, possibly with Types T, U, and/or V added if the normal animal collects treasure.

Alignment: Neutral or Chaotic, depending on slight tendencies in the normal animal which are magnified in were-form.

Mek

Armor Class:	-4
Hit Dice:	11** to 16**
Move:	90'(30')
Attacks:	2
Damage:	6-60/6-60 + paralyzing breath
No. Appearing:	1
Save As:	Fighter: 36
Morale:	12
Treasure Type:	See below
Alignment:	Lawful (with master) or Chaotic (without)

XP Value by HD:

11** = 2,700	13** = 3,250	15** = 3,750
12** = 3,000	14** = 3,500	16** = 4,050

Meks are huge metallic creations, created by a long-dead race of inhuman sorcerers. Those with masters generally serve as guards. Lone meks usually wander randomly, attacking most creatures encountered.

Most meks resemble their creators, with insect-like features, barrel-like chests, and long, barbed, double-jointed arms and legs. However, meks resembling giants, lizards, and many other creatures have been encountered.

Each "normal" mek attacks by striking with its heavy limbs and breathing a paralyzing gas in a 20' diameter cloud around it. Each victim within the cloud must make a Saving Throw vs. Breath Weapon (each round) or be paralyzed for 1-3 turns.

Meks are not intelligent, but respond to simple verbal commands from their masters. A cold-based attack will slow a mek to half speed, but they are immune to all other spells except *disintegrate*.

Metamorph

Armor Class:	5 (or as form)
Hit Dice:	3 + 1**
Move:	120'(40') or as form
Attacks:	1 weapon or as form
Damage:	By weapon type or form
No. Appearing:	1-6 (1-20)
Save As:	Magic-User: 11
Morale:	8 (10)
Treasure Type:	Variable
Alignment:	Any (often Chaotic)
XP Value:	100

Metamorphs look very similar to humans, but have pointed ears and pure white eyes. They are distant relatives of humans, trained in the ancient art of shapeshifting. They are sometimes mistaken for lycanthropes.

A metamorph can shapeshift up to 11 times each day, but only into certain forms. Unlike the *polymorph self* spell effect, this non-magical shapeshift gives the metamorph all the abilities of the new form, even if special attacks (such as a skunk's spray) are gained. No giant-sized or fantastic forms can be taken, but any normal non-magical form can be used.

The forms a metamorph can use each day are: worm, leech, spider, centipede, insect, crustacean, mammal, bird, reptile, amphibian, and fish. (The DM should be familiar with the differences between all these types; for example, spiders, centipedes, and insects are all different.) Once a type has been used, the metamorph cannot change into that type any more that day. Each shapeshift lasts up to 1 hour, and the metamorph can assume normal form at any time.

Metamorphs have good relations with elves, halflings, and druids, but avoid most human settlements. They live in strongholds similar to those of demi-humans, but with many differences, adapted to their special abilities. Most are Chaotic (though Neutral and Lawful ones are possible), but few are noticeably evil or good.

Nekrozon

Armor Class:	7
Hit Dice:	7**
Move:	60'(20')
Attacks:	1 Tail/1 Gaze (possible)
Damage:	1-6 + special; gaze: special
No. Appearing:	0 (1-3)
Save As:	Fighter: 4
Morale:	8
Treasure Type:	C
Alignment:	Neutral
XP Value:	1,250

Found only in the wilderness (usually in swampy areas), the terrible nekrozon resembles a huge buffalo with a long neck and boar's head. It attacks with the bony tip of its long tail, and in addition to the damage done, the victim has a 50% chance of falling over, stunned (for 1-6 rounds). Ancient lore calls this creature a "catoblepas," though this term is not in current use.

The gaze of a nekrozon is a 60' long magical death ray. If it looks at anyone, the victim must make a Saving Throw vs. Death Ray or die immediately. Fortunately, there is only a 1 in 4 chance that the nekrozon will look up when encountered; this chance is also checked each round of combat. Even then, it can only gaze at one victim per round.

It never looks straight up. Anyone looking directly at its eyes will die without even a Saving Throw. Few are this foolish, but complete surprise (1 on 1d6) indicates that someone (determined randomly) has accidentally done so.

The nekrozon is immune to Energy Drains, Death Rays, and all spells and attack forms causing instant death (including *disintegrate*) except through points of damage.

Nightshade

	*Nightcrawler***	*Nightwalker***	*Nightwing***
Armor Class:	-4	-6	-8
Hit Dice:	25-30*****	21-26*****	17-20*****
Move:	120'(40')	150'(50')	30'(10')
Flying:	—	60'(10')	240'(80')
Attacks:	2 and see below	2 and see below	1 and see below
Damage:	2-20/2-8 and see below	3-30/3-30 and see below	7-12 and see below
No. Appearing:	1 (1)	1 (1)	1 (1)
Save As:	Fighter: 25-30 and see below	Fighter: 21-26 and see below	Fighter: 17-20 and see below
Morale:	12	12	12
Treasure Type:	Any	Any	Any
Alignment:	Chaotic	Chaotic	Chaotic
XP Value:	18,500 (HD 25) to 26,000 (HD30)	12,500 (HD 21) to 20,000 (HD26)	7,750 to 11,375

DM Checklist:
Detect magic, see invisible (60'); saves against Turn; spoils all in 120'; poison touch (-2 penalty to save); + 3 weapon to hit; immune to spells of levels 1-5; At will: *cause disease, charm person, cloudkill* (as MU L21), *confusion, darkness, dispel magic, finger of death* (as Cl L21), *haste, hold person, invisibility* (as MU L21), summon lesser undead; individual specialties.

The deadly nightshades are large, powerful evil beings which seek to spread death. They are all extremely rare, usually created or summoned for a specific purpose by a more powerful being. All nightshades are a deep jet black in color, with no other colors on their entire forms. They have no visible eyes, apparently sensing their surroundings magically; they can see invisible and hidden things as easily as normal ones. Nightshades are all extremely clever and wise (effectively 19 Intelligence and Wisdom).

Nightshades prefer darkness. Daylight inflicts a penalty of -4 on all their Hit rolls, but other forms of light do not affect them. They can enter and leave the Ethereal Plane at will, but only do so if seriously threatened.

The presence of a nightshade within 120' spoils all consumable items, including normal food and water, holy water, standard and iron rations, and even magical potions (no saving throw). The items do not become poisonous, but do become completely useless. This presence causes all within the area to be chilled; this negates any chance of surprise if the victims have ever encountered a nightshade. The chilling feeling has no effect other than spoilage.

Nightshades can only be harmed by weapons of + 3 or greater enchantment, magic staves or rods, or by spells of 6th level or greater. They are immune to all forms of illusion, all magic wands, poison, *charm, hold,* and *cold* spell effects, all spells of 5th level or less, all normal, silver, and magical weapons of + 2 or lesser enchantment, Turn to Stone, and all non-magical attacks (such as fire, boulders, oil, etc.). They are somewhat vulnerable to dragon breath, taking 1/2 damage unless the saving throw is successful (indicating 1/4 damage).

All nightshades can use the following spell-like powers at will, one power per round: *charm person, invisibility, haste, confusion, and cloudkill* (all as if a 21st level magic-user); *darkness, hold person, cause disease, dispel magic, and finger of death* (all as if a 21st level cleric). The effects of these powers are all identical to the spell effects, but are produced by brief concentration alone, not requiring the usual spell casting words or gestures, and can be produced in total silence. In addition, all nightshades can *detect magic* at will, and can read all languages and magical writings. If using one of its spell-like powers, a nightshade cannot attack physically during that round.

A nightshade can also Summon other undead once each 4 hours, and often does so before attacking prey itself. To find the undead responding to the summons, roll 1d6: 1-3 = phantom (shade); 4-5 = haunt (chaotic ghost); 6 = spirit (hand druj).

If a cleric's attempt at Turning a nightshade succeeds, the monster may make a Saving Throw vs. Spells to avoid the effect. If the saving throw is successful, the Turn attempt is ignored; it has no effect, but is not counted as a failure, and the cleric may repeat the attempt if desired. Furthermore, the monster may make another saving throw for any "D" result that it does not avoid, and if successful, it is merely Turned.

Each nightshade has other abilities as described below. In hand-to-hand combat, the touch of a nightshade is deadly poisonous, requiring an immediate Saving Throw vs. Poison with a -2 penalty to the roll (in addition to normal damage).

Nightshades always carry treasure of great value, which they swallow and carry with them. They scorn coins, carrying only gems, jewelry, and magical treasures. They collect the treasures of their victims after every battle.

Nightcrawler: This appears similar to a purple worm, about 100' long and 10'-15' wide, but black in color. If it approaches from under an opponent, tunneling through rock, it surprises 50% of the time (unless the victims have met a nightshade before, recognizing the chilling approach of the creature; such experience negates surprise).

A nightcrawler swallows its opponent if its Hit roll is 19 or 20. A victim swallowed loses 1 level per round, due to Energy Drain (no saving throw; however, it does not affect anyone protected by a protection from evil spell effect). Normal bites inflict 2-20 points of damage (plus

the usual Saving Throw vs. Poison). Its dreaded tail stinger inflicts 2-8 points, requires the usual saving throw against the poison, and also has a 1 in 8 chance of killing the victim immediately (no saving throw, no adjustments).

A nightcrawler has the ability to magically shrink one opponent within 60', once per round. The victim may make a Saving Throw vs. Spells to avoid the effect; if this is failed, the victim shrinks to 1 foot and the nightcrawler thereafter gains a +4 bonus to its Hit roll against that opponent (thus swallowing on a Hit roll of 15 or greater). The shrink effect is permanent until dispelled.

Nightwalker: This appears similar to a giant of some type, but jet black in color and without carried items, standing 20' tall. It attacks with two swings per round; these terrible blows cause 3-30 points of damage each, and every blow is deadly poison, as with all nightshades.

Each hit by a nightwalker has a 50% chance of crushing the victim's shield or armor. Apply this effect to shields first, and reduce the chance by 10% per magical "plus"—for example, a +5 or better shield cannot be destroyed in this way, a +4 shield has a 10% chance of destruction, etc. No saving throw is allowed, and weapons are not affected unless the monster actually picks them up. The creature may, however, automatically destroy any magic item or weapon it captures (from a fallen opponent, for example), by crushing it.

A nightwalker has the ability to gaze at one opponent per round, to a 60' range. The victim may make a Saving Throw vs. Spells to avoid the gaze; if it is failed, the victim is cursed, suffering a -4 penalty on all Hit rolls and saving throws until the curse is removed. (A *dispel evil* spell will cancel the curse, but a *remove curse* spell will only work if cast by a 25th or higher level caster.)

Nightwing: This appears similar to a gigantic bat, solid black in color, with a 50' wingspread. Its first attack is normally a swoop downward, and its high speed gives it a 90% chance of surprising opponents (unless they have experience with nightshades, which negates surprise as explained above.

Any victim hit by a nightwing must make a Saving Throw vs. Spells. If the saving throw is failed, the victim turns into a giant bat (see the *polymorph other* magic-user spell). Anyone turned into a bat is a servant of the nightwing (as if *charmed*) until the *polymorph* effect is dispelled.

A nightwing can attempt to hit a victim's items instead of causing physical damage. It will use this attack form if the victim damages it, or if the victim's defenses cause the nightwing to miss when attacking normally. This attack requires a normal Hit roll but with a +4 bonus; if successful, the item is hit. The effect of such a strike drains one "plus" of magic from the item. It does not affect items without "plusses." A shield or weapon being held is the usual target. The stolen "plusses" can be restored by a *dispel evil* spell cast on the item affected, or by a *remove curse* spell from a 25th or higher level caster.

Nuckalavee

Armor Class:	4
Hit Dice:	11***
Move:	120'(40')
Swimming:	360'(120')
Attacks:	2 claws
Damage:	3-24 + death (each)
No. Appearing:	1
Save As:	Fighter: 11
Morale:	10
Treasure Type:	Nil
Alignment:	Chaotic
XP Value:	3,500

The evil, amphibious nuckalavee is a relative of the centaur. It is shaped similarly but has an enlarged, hideous head. The creature's skin is transparent, and the resulting appearance (visible white ropy muscles, yellow veins, and black blood) is quite horrible. It is immune to fire and poison, and regenerates 3 points per round. However, it cannot cross flowing fresh water.

A nuckalavee radiates fear in a 50' radius; each creature within the area must make a Saving Throw vs. Paralysis or flee for 2-12 rounds. The saving throw must be made each round that an opponent remains in the area.

The monster's very presence slays all normal insects and other small creatures with 2 hit points or less, at a 120' range. Any victim hit by its claw attack must make a Saving Throw vs. Death Ray or die. The monster breathes a cone of cold once every 3 rounds, 60' long and 10' wide at the base, inflicting the creature's current hit points in damage; each victim may make a Saving Throw vs. Dragon Breath to take 1/2 damage.

Nuckalavee are friendly with all types of undead. They can speak freely with them, and undead do not attack nuckalavee unless rigidly controlled.

Ooze, Lava

Armor Class:	5
Hit Dice:	9
Move:	90'(30')
Attacks:	3 pseudopods
Damage:	(4-24 + 3-18) x3; (see below)
No. Appearing:	1-3 (2-8)
Save As:	Fighter: 9
Morale:	12
Treasure Type:	Nil
Alignment:	Chaotic
XP Value:	900

This shapeless monster appears as a puddle or stream of hot molten rock, about 10'x 10'. It lives in or near a volcano or other place of great heat, and can sense vibrations within 60'. It is a fluid creature, able to pass through small holes or cracks. It is native to the Prime Plane, though it can freely exist on the Elemental Plane of Fire.

The monster attacks by extending pseudopods (up to 3 per round) from its fluid body to strike at its opponents up to 15' away. Each hit inflicts 4-24 points of damage, and leaves a coating of lava that inflicts 3-18 points of automatic heat damage per round for 1-4 rounds thereafter. Multiple hits on a single opponent do not increase this heat damage, but the durations are cumulative.

The lava ooze is mindless and attacks until destroyed. It is immune to fire (both normal and magical) and to all mind attacks (including charm, ESP, etc.), but takes double damage from cold attacks.

Revener

Armor Class:	-4
Hit Dice:	10*
Move:	180'(60')
Attacks:	1 touch
Damage:	Loss of 1 sense (see below)
No. Appearing:	1-3 (0)
Save As:	Fighter: 10
Morale:	11
Treasure Type:	Nil
Alignment:	Chaotic
XP Value:	1,750

This monster appears as a human figure with skeletal hands and a skull head with flowing, white hair. A revener prowls dark, underground caverns and dust-filled tombs and crypts. When it touches a victim, it drains one of the victim's senses permanently; the victim may make a Saving Throw vs. Spells, success indicating that the loss is temporary (2-12 rounds). A restore spell will restore one lost sense.

The lost sense may be chosen or randomly determined; multiple hits always drain different senses.

Taste: Victim cannot identify tastes (such as potions).

Smell: Victim is immune to vile odor effects, but suffers a -1 penalty to Surprise rolls.

Hearing: Victim cannot hear and loses the ability to speak clearly (may ruin spell casting).

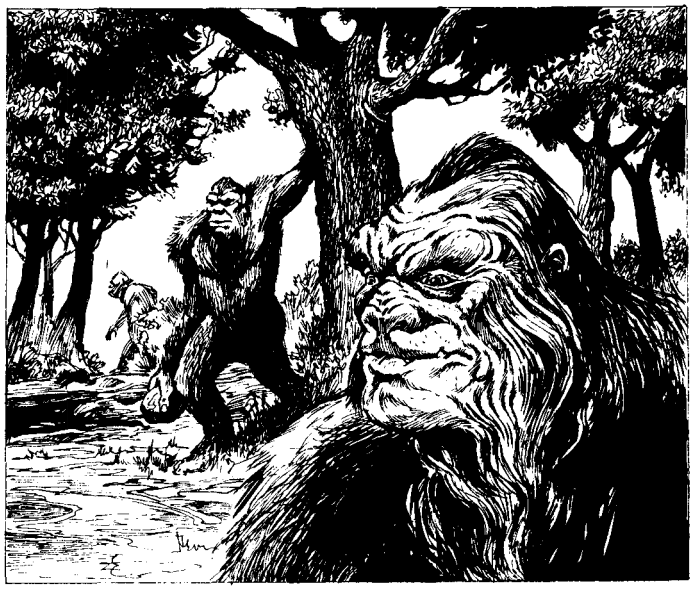
Touch: Victim's Dexterity drops by 4 points (and, if an elf, cannot find secret doors).

Sight: Victim is blinded.

6th sense: Victim may not use *ESP, crystal balls, telepathy* or similar extra-sensory magical effects.

Sasquatch

Armor Class:	6
Hit Dice:	5*
Move:	150' (50')
Attacks:	2 claws or 1 boulder
Damage:	2-8/2-8 or 2-16
No. Appearing:	0 (1-10)
Save As:	Fighter: 5
Morale:	6 (11)
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	300



The sasquatch are a very shy race of low intelligence who dwell deep within dark woods and in high mountains. The creature is a tall ape-like creature with a crested head, large feet, and a thick mat of hair (dark brown in woods, white in mountains). It is omnivorous, occasionally slaying animal prey but usually eating plants and berries. Although not aggressive, it will defend itself and its cavern lair ferociously (Morale 11), attacking with club-like fists. If both hands hit one victim, the sasquatch hugs for an additional 4-24 points of damage. It can also throw boulders to a 50' range (damage 2-16).

Sasquatch sometimes accidentally eat berries and mushrooms which cause temporary insanity, causing them to run amok. While crazed, the creature gains a +2 bonus to Hit rolls, +4 bonus to all damage rolls, but is only AC 9. A *neutralize poison* spell cast on a crazed sasquatch cures the insanity, and the creature will automatically be friendly toward its benefactor.

Common names for sasquatch include "Bigfoot" (the woodland variety) and "Yeti" or "Abominable Snowman" (the mountain folk).

Slug, Giant

Armor Class:	8
Hit Dice:	9** or more (see below)
Move:	60'(20')
Burrowing:	30'(10')
Attacks:	1 bite or 1 spit
Damage:	1-12 or as dragon breath
No. Appearing:	1
Save As:	Fighter of 1/2 Hit Dice
Morale:	8
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	2,300 or up to 5,975 (20** HD)

The giant slug is a huge boneless creature that dwells in underground caverns and dungeons. Its rubbery body allows it to squeeze through any opening 5'x 5' or larger. Because of its elasticity, strength bonuses are not counted, blunt weapons inflict only magic damage (if applicable), and edged weapons inflict only 1/2 damage (plus magic adjustment). Furthermore, a fighter's Smash option inflicts no additional damage.

The giant slug can attack with its sharp tongue, but prefers to spit acid, to a 5' range per Hit Die (45' at 9 Hit Dice, etc.). The first such attack will always miss, but following attacks are calculated normally. Any victim hit by the acid takes damage equal to the slug's current hit points (as dragon breath; a Saving Throw vs. Dragon Breath may be made for 1/2 damage). The acid may also destroy equipment carried if the Saving Throw is failed (see the *D&D Companion Set* for guidelines).

The wilderness variety may be identical, or may be a giant snail (AC -2, no "squeeze" ability, otherwise identical). The shell of a giant snail may be crafted into shields that bestow resistance to acid attacks; the user gains a +4 bonus to all saving throws against acid (including black dragon breath) and never suffers the loss of items due to acid.

Giant slugs and snails can sometimes be found with up to 20** Hit Dice, especially in remote forests and dungeons.

Sphinx

Armor Class:	0
Hit Dice:	12*****
Move:	180'(60')
Flying:	360'(120')
Attacks:	2 claws/1 bite
Damage:	3-18/3-18/2-16
No. Appearing:	1-2 (1-4)
Save As:	Fighter: 24
Morale:	10
Treasure Type:	E
Alignment:	Any
XP Value:	5,625

A sphinx is a large, winged creature with a lion body and a human face. It is fond of dry climates, but may be encountered anywhere, most often as a guard. Both male and female sphinxes are very intelligent spell casters, the female a 12th level cleric and the male a 12th level magic-user. Their magic is so powerful that all saving throws against their spells (and against the effects of the roar, as described below) are made with a -4 penalty.

In combat, a sphinx can attack with claws and bite (or spells), but its most feared attack is its roar. The roar is usable only twice per day, but is quite powerful. Each victim within 120' must make a Saving Throw vs. Spells or flee in *fear* for 1-6 turns. Each victim within 60' must check for *fear* (as above) and must also make a Saving Throw vs. Paralysis or be stunned for 1-6 rounds. Each victim within 10' must check for *fear* and *stun* (as above), but also takes 6-36 points of damage, and is deafened for 1-10 turns (no saving throw).

The sphinx is immune to all 1st, 2nd, and 3rd level spells and to non-magical weapons. It loves puzzles, riddles, and trivia. Characters may avoid combat or gain the sphinx's friendship by solving the sphinx's riddles.

If two or more sphinxes are encountered together, they are a mated pair.

Sporacle

Armor Class:	0 (tentacles: 4)
Hit Dice:	7***
Move:	180'(60')
Attacks:	12 tentacles/1 bite
Damage:	1 + paralysis/2-20
No. Appearing:	1-4 (2-8)
Save As:	See below
Morale:	10
Treasure Type:	See below
Alignment:	Chaotic
XP Value:	1,650

The sporacle appears identical to a beholder at first glance: a floating ball-like creature, 5' in diameter, with a huge gaping mouth and a large central eye above it. Tentacles grace its upper surface, but actually sprout from its entire body. It has six eyes, positioned evenly about the surface of the body (top, bottom, front, back, sides). It normally keeps all but a few upper tentacles retracted, and is thus easily mistaken for the Eye Tyrant.

A sporacle regenerates by submersing itself in fresh water (but not in brine) at the rate of 3 hit points per round so lost body parts may be rapidly re-grown. If a loose tentacle falls or is placed in water, it will grow into a whole creature in 1 hour. This is their only method of reproduction, so they are almost always found near a pool or other water source.

A sporacle may attack anything, but prefers humanoids as food. As it moves into combat, it extends all its tentacles, appearing to sprout them as it attacks. It moves through air or water by magical flight, but is very quick (as a will o' wisp). It spins rapidly (and in all directions) when in combat, using all 12 of its tentacles each round, against 1 or 2 opponents. A sporacle has average intelligence (10), and cannot use spells or magic items.

The sporacle prefers not to bite victims that are still moving. It uses its tentacle attacks only, until all have been destroyed; only then will it resort to its ferocious bite. Each tentacle hit inflicts 1 point of damage, and each requires a Saving Throw vs. Paralysis. Failure indicates that the venomous tentacle has struck skin, and takes effect. This paralysis is a delayed sort, however, taking effect after 1 round passes; it lasts for 1 turn thereafter unless cured. If its opponent falls paralyzed, a sporacle will move to attack other victims. If its opponents flee, it will remain to feast upon its paralyzed victims; if there are none, it always pursues.

The sporacle may be damaged by any sort of edged weapon, and by any missile weapon except a sling. However, it is immune to blunt weapons, and to all spells except those which cause damage; such spells will destroy one tentacle per die of damage (or per magic missile), not affecting the creature's hit points. Once all the tentacles are destroyed, such spells have no further effect. Sporacles cannot hear, and are immune to all sound-based effects; they are also immune to poison, paralysis, and *charms*. Magical devices also have no effect on these horrid creatures, except when producing damage-causing spell-like effects.

If any attacker declares the tentacles to be the target of the blow, and uses an edged weapon, the tentacle is AC 4, and easily severed. After falling off, a tentacle will live for up to 1 hour, slowly shriveling, and remains venomous for that time. When the creature is reduced to 0 hit points or less, its body comes apart grotesquely, spinning wildly and sending all remaining tentacles in various directions. (Make final Hit rolls as applicable.)

Monster List, Part 2:
Other Planes
Archon to Spider

Archon

Armor Class:	-6
Hit Dice:	20******
Move:	120'(40')
Flying:	360'(120')
Attacks:	See below
Damage:	See below
No. Appearing:	1-2 (1-2)
Save As:	Cleric: 20
Morale:	11
Treasure Type:	Nil
Alignment:	Lawful
XP Value:	13,175

Archons are extremely lawful beings whose sole purpose is to oppose chaos and preserve all that is good. Both male and female archons have lower bodies appearing as giant eagles, with golden-feathered wings. They are immune to fire, poison, and 1st through 4th level spells of all types.

The male archon has a head, arms, and torso like a huge muscular man; the female, however, has no torso, a dragon-like neck, and 3 heads: 2 bull's heads flanking a beautiful female human's. In combat, each bull head may gore for 3-30 points damage, or breathe a cone of fire 10' long for 4-24 points damage.

Any archon may use spells as if a 12th level cleric, and can *teleport* at will. Once per day, each may use one *bolt of purity*, and may create one *sword of flame*. The *bolt* appears similar to a *lighting bolt* (with the same size and range), but causes all victims to become Lawful and peaceful for 2-12 turns (no saving throw). It removes all evil thoughts, but does not cause damage. The *sword* is the size of a normal sword but is solid flame, and inflicts 4-32 points of damage to any victim hit. Once created, it lasts for 3 turns.

Blackball (Deadly Sphere)

Armor Class:	9
Hit Dice:	None (see below)
Move:	30'(10')
Attacks:	1 touch
Damage:	Disintegration
No. Appearing:	1
Save As:	See below
Morale:	12
Treasure Type:	Nil
Alignment:	None (see below)
XP Value:	7,500

It is not known what these curious beings are, or even if they are living creatures. A blackball (or deadly sphere) is simply a featureless black globe, 5' in diameter. It moves slowly but usually randomly. Whatever it touches simply disintegrates (no saving throw), so it moves freely through anything. When encountered, the blackball moves toward the nearest intelligent creature within 60'. It has no recognizable mind or intelligence, and is immune to nearly everything. An Immortal can control a blackball, but it is beyond mortal control; fortunately, it is extremely rare. It may be defeated by a *gate* spell, sending it to some other plane, or by a carefully worded *wish*.

Elemental Ruler*

Armor Class:	See below
Hit Dice:	41*** to 80***
Move:	120'(40')
Attacks:	2 fists
Damage:	See below (per fist)
No. Appearing:	1-6
Save As:	Fighter: 36
Morale:	11
Treasure Type:	Special
Alignment:	Lawful or Neutral
XP Value:	28,500 at 41*** Hit Dice, plus 1,000 per Hit Die over 41

Hit Dice:	41 to 48	49 to 56	57 to 64	65 to 72	73 to 80
Armor Class:	-11	-12	-13	-14	-15
Damage:	8-96	9-108	10-120	11-132	12-144

These slow, huge creatures are identical to normal elementals (see the *D&D Companion Set* for details), but far larger. They are 2 feet tall per Hit Die. The number appearing applies per plane. Elemental rulers are immune to 1st through 5th level spells, poison, all *charm, hold*, and other mental attacks, illusions of all types, and any spell which could cause instant death (such as *disintegrate*). Weapons of +3 or less enchantment have no effect on them.

Any victim hit by an elemental ruler must make a Saving Throw vs. Death Ray or be crushed by the blow, instantly slain regardless of damage. Most of the victim's items and equipment are also destroyed

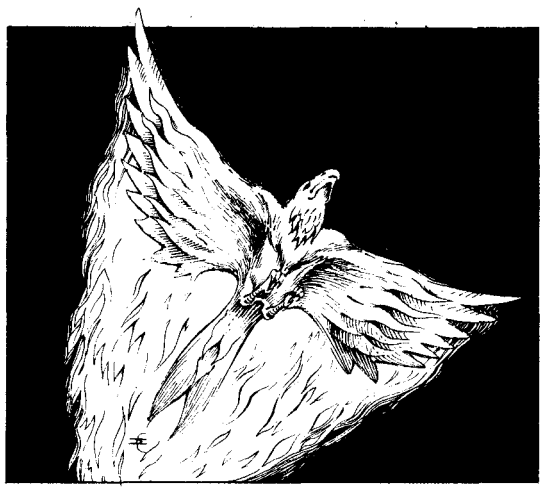
by the blow (95% chance per item, -5% per "plus" if magical). However, any elemental struck by a ruler is not slain, but shattered into several small elementals of 1 Hit Die each (the number of parts equal to half the original Hit Dice).

All elemental rulers are friendly with and can summon most creatures of their respective planes. The creatures summoned will arrive as quickly as possible (usually from 3 rounds to 3 turns).

The "Special" treasures of elemental rulers are similar to those of human rulers, but unique to their respective planes.

Phoenix*

	Lesser	*Greater*
Armor Class:	2	-2
Hit Dice:	9*****	18*****
Move:	90' (30')	150' (50')
Flying:	360' (120')	450' (150')
Attacks:	2 claws/1 bite	2 claws/1 bite
Damage:	1-6/1-6/2-12	2-12/2-12/4-24
No. Appearing:	0 (1-2)	0 (1-2)
Save As:	Fighter: 10	Fighter: 20
Morale:	9	10
Treasure Type:	V	Vx2
Alignment:	Neutral	Neutral
XP Value:	4,400	8,875



The phoenix is a native of the Elemental Plane of Fire, and has the appearance of a large red-orange eagle surrounded by intense flames. On the Prime plane it is quite rare, but may be found in any climate. It is never hostile unless attacked, and is never found underground. The phoenix is immune to all forms of fire, all *charm* and *hold* spells, and to weapons of less than + 3 enchantment.

In combat, a phoenix attacks with its claws and beak. All opponents within its flames take fire damage per round, regardless of protections (phoenix flame is different from all other types of fire). When a phoenix is slain or destroyed, it disappears with an explosion of fire in a 20' radius (as a fire ball); each victim may make a Saving Throw vs. Dragon Breath to take 1/2 damage, but again, protections from fire do not apply. The phoenix reappears from its ashes 1 round later, whole and fully cured, and will immediately flee from its attackers. Except for a wish, there is no known way to permanently destroy a phoenix, and its method of reproduction is unknown.

Lesser phoenix: This creature has a 10' wingspread and stands 5' tall. It radiates fire in a 10' radius, inflicting 3-18 points per round. Its explosion inflicts 5-50 points of damage. Claw damage is 1-6 points each; beak damage is 2-12 points.

Greater phoenix: This creature has a 25' wingspread and stands 10' tall. It radiates fire in a 20' radius, inflicting 6-36 points per round. Its explosion inflicts 10-100 points of damage. Claw damage is 2-12 points each; beak damage is 4-24 points.

Phoenix feathers can be used to make a potion of phoenix fire resistance, which bestows total immunity to normal and magical fire, reduces damage from fire-type breath weapons to 1/2 (saving throw for 1/4), and acts as a normal *potion of fire resistance* against phoenix fire. One feather can be recovered each time a phoenix is slain. Three feathers from a lesser phoenix (worth 10,000 gp each) are required to make the potion, or one feather from a greater phoenix (worth 25,000 gp).

Spider, Planar

Armor Class:	6
Hit Dice:	5** to 10** (see below)
Move:	180'(60')
Attacks:	1 bite
Damage:	2-12 + poison
No. Appearing:	2-12 (3-18)
Save As:	Fighter: 5
Morale:	9
Treasure Type:	See below
Alignment:	Any

XP Value by Hit Dice:

5** = 425	7** = 1,250	9** = 23,00
6** = 725	8** = 1,750	10** = 2,500

The "planar spiders" are intelligent plane-traveling arachnids with a vast, but odd, civilization. They can travel through planes and dimensions at will. Those most commonly encountered have 5 Hit Dice, but leaders of up to 12 Hit Dice have been found. Their home plane is not known, and no traces or cities have ever been discovered.

In combat, a planar spider arrives from another plane (usually the Ethereal), attacks, and then "shifts" back to the plane. It automatically gains initiative when "shifting," and usually (75%) cannot be attacked before it leaves! However, *hasted* opponents may attack normally before the creature "shifts." Normally, any victim bitten must make a Saving Throw vs. Poison with a -4 penalty to the roll, or die. However, the creatures can choose to bite without using the poison, if desired. If a character gains the initiative for a round, he may wait until the spider appears and attack before it shifts.

Any spider encountered may have 1-3 miscellaneous magic items that it can use, or may have 1-4 odd but nonmagical items with which they, but not humans, are familiar.

Occasional rare encounters may be with spell-casting planar spider clerics or magic-users (maximum 9th level in either). For XP calculations, one asterisk is added for each 2 levels of spell use.

Monster List, Part 3:
Other Monsters
Acolyte to Zombie Minotaur

The following list gives game statistics for various monsters not described in the revised rule sets. These creatures were introduced in earlier unrevised versions, or in separately published adventures. For full monster descriptions, refer to the source indicated.

The adventures in which these creatures were published are the "AC" (Accessory), "B" (Basic), "X" (Expert), "XL" (special Expert), "CM" (Companion), "M" (Marker), and "O" (One-on-One) game adventures.

If a monster appears only in an adventure but is not described in the adventure's appendix, a page reference is given.

Acolyte (previous Basic set): See the revised D&D Basic Set (L1 Cleric PC and NPC Party monster entry) and the revised D&D Expert Set (NPC Parties; pg. 25).

Amoeba; Giant (X-2): NA 1 (1); AC 9; HD 10 to 15; AT 1; D 2-12; MV 30′; Save F7; ML 10; TT Nil; AL N; XPV 1,000, 1,000, 1,250, 1,350, 1,500 or 1,650

Aranea : NA 1-3 (1-6); AC 7; HD 3**; AT 1 bite or spell; D 1-6 + poison or spell; MV 60′ (120′ in web); Save M3; ML 7; TT D; AC C; SA spells as MU3; XPV 65

Archer Bush (B3): NA 0 (1-20); AC 7; HD 2; AT 1 thorn spray; D 1-4; MV 3′; Save F1; ML 12; TT V; AL C; SA spray to 20′ range 3x/day; XPV 20

Banshee, Lesser (B4): NA 1(1); AC 3; HD 5*; AT 1 wail; D 1-4; MV 150′; Save F5; ML 12; TT C; AL N; SA immune to *sleep, charm, hold,* turning; XPV 300

Bhut (X4): NA 2-8 (2-8); AC 4; HD 7 + 2**; AT 2 claws/1 bite; D 1-4/1-4/1-6 + special; Save F10; ML 10; TT A; AL C; SA bite numbs for 1-4 rounds (Save vs. Paralysis avoids); immune to *sleep, charm, hold, detect evil, know alignment,* normal and silver weapons, poison, and gases; XPV 1,500

Brain Collector (X2); NA 1 (1); AC 2; HD 10**; AT 1 bite or spell; D 1-10 or by spell; MV 180′; Save F10; ML 10; TT C; AL C; SA up to 12 brains; + 1 magic-user spell (L1-3) each; XPV 2,500

Cave Locust (previous Basic Set): See the revised D&D Basic Set (Locust; Giant).

Cay-men (AC-2): NA 0 (10-60); AC 7; HD 2; AT 1 bite or weapon; D 1-4 or by weapon; MV 90′; Save F1; ML 8; TT K; AL N; SA village has shaman (HD 6, AC 6); XPV 20

Death Leech (CM2): NA 1-4 (2-8); AC 7; HD 8**; AT 1 wrap; D 1-10 (Save vs. Spells for 1/2 damage); MV 240′; Save F8; ML 10; TT Nil; AL C; SA nonmagical polymorph to any undead form, continuous damage, turned as special; XPV 1,750

Decapus (B3): NA 1 (0); AC 5; HD 4*; AT 9 tentacles; D 1-6; MV 3′ (90′ in trees); Save F2; ML 9; TT C; AL C; XPV 125

Dinosaurs (X1): SA trample

- Allosaurus: NA 0 (1-4); AC 5; HD 13; AT 1 bite; D 4-24; MV 150′; Save F7; ML 9; TT V; AL N; XPV 1,350
- Ankylosaurus: NA 0 (1-8); AC 0; HD 7; AT 1 tail; D 2-12; MV 60′; Save F4; ML 6; TT Nil; AL N; XPV 450
- Brontosaurus: NA 0 (1-3); AC 5; HD 26; AT 1 bite/1 tail; D 2-12/3-18; MV 60′; Save F13; ML 8; TT Nil; AL N; XPV 3,750
- Dimetrodon: NA 0 (1-6); AC 5; HD 7; AT 1 bite; D 2-16; MV 120′; Save F4; ML 8; TT V; AL N; XPV 450
- Grangeri: NA 0 (1-6); AC 5; HD 13; AT 1 bite or trample; D 2-12 or 3-18; MV 120′; ML 7; TT Nil; AL N; XPV 1,350
- Megatherium: NA 0 (1-6); AC 6; HD 11; AT 2 claws; D 2-12/2-12; MV 90′(30′); Save F6; ML 7; TT Nil; AL N; XPV 1,100
- Plesiosaurus: NA 0 (1-3); AC 6; HD 16; AT 1 bite; D 4-24; MV 150′ (swimming); Save F8; ML 9; TT Nil; AL N; XPV 1,850
- Phororhacos (Sword Beak): NA 0 (1-8); AC 6; HD 3; AT 1 bite; D 1-8; MV 150′; Save F2; ML 8; TT U; AL N; XPV 35
- Stegosaurus (also in previous Expert Set): NA 0 (1-4); AC 3; HD 11; AT 1 tail or trample; D 2-16; MV 60′; Save F6; ML 7; TT Nil; V 1,100
- Titanothere (X1 page 12; also previous Expert Set): NA 0 (1-6); AC 5; HD 12; AT 1 butt or trample; D 2-12 or 3-24; MV 120′; Save F6; ML 7; TT Nil; AL N; XPV 1,250
- Trachodon: NA 0 (; AT 1 tail; D 2-12; MV 120′; Save F7; ML 6; TT Nil; AL N; XPV 1,500

Dragon; Pocket (M2): NA 1-6 (2-12); AC 8; HD 3*; AT 1 bite; D 1-3 + venom; MV 90′ (120′ flying); Save M3; ML 8; TT K + L; AL N; SA venom bite for -2 penalty to hit rolls and saving throws (Save vs. Poison avoids); XPV 50

Dragon Turtle (previous Expert Set): See the D&D Companion Set.

Dragonfly (XL1): NA 1-4 (3-18); AT 1 bite/ 1 breath; MV 60′ (240′ flying); TT Any; AL N; SA breath type as dragon's; D 1 per HD (no saving throw); other details vary by color:

- White: AC 2; HD 3*; D 1-6/3; Save F3; ML 8; XPV 50
- Black: AC 1; HD 3 + 2*; D 1-6/3; Save F3; ML 8; XPV 75
- Green: AC 0; HD 4*; D 1-6/4; Save F4; ML 8; XPV 125
- Blue: AC -1; HD 4 + 2*; D 1-6/5; Save F4; ML 9; XPV 200
- Red: AC -2; HD 5*; D 1-6/5; Save F5; ML 9; XPV 300

Dragonne™ Monster (XL1): NA 1 (1-4); AC 3; HD 8*; AT 2 claws/1 bite or roar; D 1-6/ 4-24 or roar; MV 150′ (90′ flying); Save F8; ML 8; TT E; AL N; SA roar deafens all in 30′ (-2 hit roll penalty for 2d6 rounds); and all in 120′ must Save vs. Breath or flee in fear for 2 rounds; XPV 1,200

Driver Ant (previous Basic Set): See the revised D&D Basic Set (Ant; Giant).

Dusanu (X5): NA 2-4 (0); AC 4; HD 9 + 2**; AT 2 claws + special; D 1-8/1-8 + special; MV 120′; Save F9; ML 10; TT B; AL C; SA 1/2 damage from blunt weapons, 1 point damage from other nonmagical weapons, immune to electricity, spores (touch and 5′ radius) for Save vs. Poison or take 1-8 points and infection; XPV 2,500

Eel; Electric (X7): NA 0 (1-3); AC 9; HD 2*; AT 1 bite/1 shock; D 1-4/1-8 or 2-16 or 3-24; MV (swimming) 120′; Save F1;

ML 7; TT Nil; AL N; SA shock damage based on range (60′ or 40′ or 20′); XPV 25

Eel, Giant Electric (X7): NA 0 (1-4); AC 6; HD 6*; AT 1 bite/1 shock; D 3-12/2-16 or 4-32 or 6-36; MV (swimming) 240′; Save F3; ML 9; TT Nil; AL N; SA shock damage based on range (60′ or 40′ or 20′); XPV 500

Elk, Giant (X1): NA 0 (1-6); AC 6; HD 8; AT 1 butt; D 1-12; MV 120′; Save F4; ML 7; TT Nil; AL N; XPV 650

Fish, Giant Piranha (previous Expert Set and X-5, p.19): NA 0 (3-18); AC 6; HD 3 + 3; AT 1 bite; D 1-8; MV 150′; Save F2; ML 7; AL N; XPV 50

Gargantua Fish (X7): NA 0 (1); AC 4; HD 15*; AT 1 tail/1 bite or breath; D 2-20/3-18 or waterblast; MV (swimming) 90′; Save F7; ML 11; TT A; AL N; SA swallow on hit roll 20, for continuous damage 2-12, waterblast breath 60′ × 30′ hurls victim 100′ (Save vs.): NA 2-12 (0); AC -2; HD 2; AT 1 fist or weapon; D 1-8 or by weapon; MV 60′; Save F2; ML 8; TT C; AL C; SA surprises on 1-4; XPV 20

Golem; Bone (B7): NA 1 (1); AC 2; HD 8**; AT 4 weapons; D by weapon type; MV 120′; Save F4; ML 12; TT Nil; AL N; SA immune to *sleep, charm, hold*, gas, fire, cold, electricity; XPV 1,750

Hawk (previous Expert Set): NA 0 (1-6); AC 8; HD 1/2; AT 1 swoop; D 1-2; MV (flying) 480′; Save NM; ML 7; TT Nil; AL N; XPV 5

Hawk, Giant (previous Expert Set): NA 0 (1-3); AC 6; HD 3 + 3; AT 1 swoop; D 1-6; MV (flying) 450′; Save F2; ML 8; TT Nil; AL N; XPV 50

Hook Horror™ Monster (XL1): NA 2-12 (0); AC 2; HD 5; AT 2 claws/1 beak; D 1-8/3-18; MV 90′; Save F5; ML 8; TT K; AL N; SA good hearing; surprised only 10%; XPV 175

Hypnosnake (X3): NA 1; AC 4; HD 8*; AT 1 tail/1 bite or gaze; D 1-10/1-8 or sleep; MV 90′; Save M5; ML 9; TT D; AL C; SA gaze causes sleep (Save vs. Paralysis avoids); XPV 1,200

Insect Swarm (previous Basic Set): See the revised D&D Expert Set.

Jellyfish; Giant Man-O-War (X7): NA 0 (1-4); AC 6; HD 9**; AT 1-10 tentacles; D 1-10 + paralysis (each); MV (floating) 30′; Save F5; ML 9; TT U; AL N; SA + 4 hit roll bonus vs. paralyzed victim; XPV 2,300

Jellyfish; Giant Marauder (X7): NA 0 (1-10); AC 9; HD 4**; AT 1-4 tentacles; D 1-10 + paralysis (each); MV (floating) 15′; Save F2; ML 8; TT Nil; AL N; SA + 4 hit roll bonus vs. paralyzed victim; XPV 175

Juggernaut; Stone (X4): NA 0 (1); AC 0; HD 30**; AT 1 crush; D 10-100 (Save vs. Breath to avoid); MV 90′; Save special; ML 12; TT M + N; AL N; SA immune to *sleep; charm; hold*; poison; nonmagical missiles; saving throw 4 vs. anything; XPV 13,250

Juggernaut, Wood (X4): NA 0 (1); AC 6; HD 25**; AT 1 crush; D 8-80 (Save vs. Breath to avoid); MV 120′; Save special; ML 12; TT G; AL N; SA immune to *sleep, charm hold*, poison, nonmagical missiles; saving throw 5 vs. all but magical fire (always fails); XPV 9,500

Killer Bee (previous Basic Set): See the revised D&D Basic Set (Bee; Giant).

Kopru (X1): NA 1-3 (1-3); AC 3; HD 8 + 4*; AT 1 bite/1 tail or charm; D 1-4/3-18; MV 30′ (150′ swimming); Save F9; ML 9; TT I + N; AL C; SA + 2 saving throw bonus vs. all magic; special *charm* (30′ range; Save vs. Death ray avoids; total obedience otherwise); XPV 1,400

Lava Lizard (B5): NA 0 (1-2); AC 3; HD 4*; AT 1 bite; D 1-6 + 1-6 heat (Save vs. Breath to avoid extra); MV 90′; Save F4; ML 12; TT Nil; AL N; SA when hit by nonmagical metal weapon; user must Save vs. Wands or weapon melts;T 1 pollen spray; D special; MV 0; Save NM; ML 12; TT Nil; AL N; SA spray 40′ × 40′ for sleep 4-16 turns (save avoids); XPV 5

Lupin (X2): NA 2-12 (5-40); AC 6; HD 2; AT 1 weapon; D 1-8; MV 120′; Save F2; ML 8; T AL L; SA hate; detect; and attack werewolves; XPV 20

Magen (X2): SA immunities as constructs

Hypnos: NA 1 (0); AC 7; HD 2*; AT 1; D 0 + charm; MV 120′; Save M2; ML 12; TT U; AL N; SA *charm person* (save avoids); XPV 25

Demos: NA 2-12 (0); AC 7 or armor; HD 3 + 2; AT 1 weapon; D by weapon; MV 120′; Save F4; ML 12; TT C; AL N; XPV 50

Caldron: NA 1-4 (0); AC 5; HD 4*; AT 1 acidic squeeze; D 1-10; MV 120′; Save F4; ML 12; TT V; AL N; SA stretch arms or legs to 20′ range; XPV 125

Galvan: NA 1-3 (0); AC 3; HD 5*; AT 1 weapon or lightning bolt; D by weapon or 3-18; MV 120′; Save F5; ML 12; TT C; AL N; SA 3 lightning bolts per day; XPV 300

Mastodon (previous Expert Set): See the revised D&D Expert Set (Elephant; Prehistoric).

Merchant (previous Expert Set): See the revised D&D Expert set (Men, Traders).

Nagpa (X4): NA 1 (1); AC 3; HD 9**; AT 1 bite or spell; D 1-8 or special; MV 120′; Save M9; ML 9; TT I; AL C; SA 3 × /day— *create flames* (D 2-12); paralysis (10′ range; 1-4 rounds); corruption (rot); *darkness; phantasmal force*; XPV 2,300

Native (X1): NA 0 (3-30; 30-300 village); AC 9; HD 1-1; AT 1; D 1-6 or weapon type; MV 120′; Save F1; ML 7; TT A; AL Any; XPV 5

Noble (previous Basic Set): See the revised D&D Expert Set (Men).

Normal Human, Cynidicean (B4): NA 1-6; AC 9; HD 1; AT 1 short sword; D 1-6; MV 120′; Save F1; ML special; TT A; AL C; XPV 10

Normal Human, Pagan (X2): NA 0 (3-30); AC 6; HD 1; AT 1 weapon; D 1-6; MV 120′; Save F1; ML 8; TT A; AL N; SA found with druids; XPV 10

NPC Party (previous Expert Set): See the revised D&D Expert Set, page 25.

Octopus; Giant (previous Expert Set and X7): NA 0 (1-2); AC 7; HD 8; AT 8 tentacles/1 bite; D 1-3 each/1-6; MV (swimming) 90′; Save F4; ML7; TT Nil; AL N; XPV 650 SA *teleport* without error; *darkness 10′ radius* at will; infravision 60′; claw hit paralyzes for 2-8 turns (save avoids); poison bite (save at -2 or die); XPV 1,250

Oyster, Giant (X1, page 24): NA 0 (1-4); AC 5 open or -2 closed; HD 10; AT 1 grab; D 4-24; MV 0; Save F5; ML 4; TT special (pearl; value 100-10,000 gp); AL N; SA hit entraps victim (50 Strength points pries open); XPV 1,000

Phanaton (X1): NA 0 (3-18, village 30-300); AC 7; HD 1-1; AT 1 bite or special; D 1-6 or by weapon type; Save F1; ML 7; TT Nil; AL L; SA aerial gliding; leaders in lair; XPV 5

Phantom; Lesser (X2): NA 1-3 (1-4); AC 9; HD 6**; AT 1; D 1-4 + special; MV 120′ (240′ flying); Save F6; ML 6; TT C; AL C; SA *invisible* at will, 1/2 damage from nonmagical attacks; 1/day—*confusion, hallucinatory terrain, phantasmal force*; XPV 725

Piranha Bird (B5): NA 4-24 (2-12); AC 6; HD 1/2; AT 1 bite; D 1-4; MV 30′ (180′ flying); Save NM; ML 8; TT Nil; AL N; SA no morale check until 1/2 flock is slain; XPV 5

Polymar (B4): NA 1-2 (1-3); AC 9; HD 10*; AT 3; D 1-6/1-6/1-6; MV 60′; Save F5; ML 10; TT B; AL C; SA nonmagical polymorph; XPV 1,750

Rakasta (X1): NA 0 (3-30); AC 6; HD 2 + 1;

AT 2 claws/1 bite; D 1-4 each; MV 90′; Save F2; ML 9; TT M + special; AL N; SA ride sabre-tooth tigers; 1-8 per lair; XPV 25

Rhinoceros (previous Expert Set): NA 0 (1-12); AC 5; HD 6; AT 1 butt or trample; D 2-8 or 2-16; MV 120′; Save F3; ML 6; TT Nil; AL N; SA trample; XPV 275

Rhinoceros, Wooly (previous Expert Set): NA 0 (1-8); AC 4; HD 8; AT 1 butt or trample; D 2-12 or 2-24; MV 120′; Save F4; ML 6; TT Nil; AL N; SA trample; XPV 650

Roper (XL1): NA 1-3 (2-5); AC 0; HD 12***; AT 1 bite/6 tentacles; D 5-30/weakness; MV 30′; MV 30′; Save F10; ML 10; TT L × 5; AL C; SA tentacle strand cut only by magic weapon inflicting 5 points in one strike, immune to cold, lightning, 1st-3rd level spells, normal and silver weapons; XPV 3,875

Sabreclaw (CM3): NA 1-100; AC 2; HD 5**; AT 1 claw; D 1-12; MV 120′ (360′ flying); Save F = Number Appearing; ML 10; TT D; AL C; SA *ESP* for + 4 hit roll bonus, immune to 1st-3rd level spells, sees with *truesight*, immune to poison, hit points shared by group; XPV 425

Sacrol* (M2): NA 1 (1); AC 5; HD 8**; AT 1 touch/1 choke; D Energy Drain/2-8; MV 180′; Save F8; ML 12; TT Nil; AL C; SA turned as spectre; *animate dead* up to 8 HD; XPV 1,750

Sea Dragon (previous Expert Set and X1, page 11): NA 0 (1-4); AC 1; HD 5** to 11**; AT 1 bite or spit; D 3-24 or poison; MV (swim/fly) 180′; Save F8; ML 9; TT H; AL N; SA fin-wings allow air glide up to 6 rounds, poison glob breath 3 × /day to 100′ range (Save vs. Breath or die), 20% talk for 3 L1 and 3 L2 spells; XPV 425 to 2,700

Sea Horse (X7): NA 0 (1-20); AC 7; HD 2 to 4; AT 1 butt; D 1-8; MV (swimming) 210′ or 180′ (mounted); Save F2; ML 5 (8 mounted); TT Nil; AL N; SA move double speed to 10 rounds; XPV 20, 35, or 75

Sea Serpent; Lesser (previous Expert Set and X7): NA 0 (2-12); AC 5; HD 6; AT 1 bite or squeeze; D 2-12 or 1-10; MV (swimming) 150′; Save F3; ML 8; TT Nil; AL N; SA loops around boat, hull damage 1-10; XPV 275

Sea Serpent, Greater (X7): NA 0 (1-4); AC 3; HD 12 to 15; AT 1 bite or 1 squeeze; D 3-18 or 2-20; MV (swimming) 240′; Save F6; ML 9; TT Nil; AL N; SA loops around boat; hull damage 2-20; XPV 1,250, 1,350, 1,500, or 1,650

Serpentweed, Giant (AC2): NA 0 (1); AC 6; HD 9 (per stalk); AT 1 bite per stalk; D 2-12 each; MV 0; Save F9; ML 12; TT D; AL N; SA has 1-6 stalks; each 20′ long; XPV 900/stalk

Shark (previous Expert Set): See the D&D Companion Set or adventure X7

Sirenflower (B6): NA 1 (1); AC 9; HD 5; AT 1 squeeze; D 1-4; MV 0; Save F5; ML 12; TT V; AL N; SA lures with scents and light; extra acid damage 1-10 per turn; XPV 175

Sollux (Sun Brother, X2): NA 1 (1); AC 0; HD 10* to 14*; AT 1 weapon; D by weapon + 3; MV 120′; Save F10 to F14; ML 9 (12); AL L; SA immune to *dispel magic, detect invisible*, carry shields lit as *light* spells; XPV 1,750, 1,900, 2,125, 2,300, 2,500

Soul Eater* (X4): NA 1 (1); AC 0; HD 10*; AT 2 claws; D 1-10/1-10 + special; MV 180′; Save C10; ML 12; TT Nil; AL N; SA takes any shape, magic weapon to hit, hit drains Wisdom (Save vs. Death avoids); XPV 1,750

Spider, Giant Hunting (M2): NA 1-4 (2-12); AC 8; HD 2; AT 1 bite; D 1-6; MV 120′; Save F2; ML 7 wild/8 tamed; TT U; AL N; XPV 20

Squid, Giant (previous Expert Set, X1, page 8, and X7): NA 0 (1-4); AC 7; HD 6; AT 8 tentacles/1 bite; D 1-4 each/1-10; MV (swimming) 120′; Save F3; ML 7; TT V; AL N; SA small tentacle cut by 6 points damage, large by 10 points, ink cloud for escape (30′ radius, 2 × /day); XPV 275

Steam Weevil (B5): NA 1 swarm; AC 6; HD 4; AT 1 swarm; D up to 4; MV 60′; Save NM; ML 11; TT Nil; AL N; SA inflicts 1/2 damage if victim wards off; XPV 75

Sun Brother: See Sollux (above).

Tabi (X4): NA 1-4 (1-4); AC 6; HD 5**; AT 2 claws; D 1-4/1-4 + special; MV 60′ (240′ flying) Save M5; ML 6 (12); TT Nil; AL C; SA venom claws (Save vs. Paralysis or be deluded for 2-12 turns, attack others nearby); thief ability 40% (pick pockets, move silently, hide in shadow); XPV 425

Trader (previous Basic Set): See the revised D&D Expert Set (Men).

Tree, Killer (X2): NA 0 (2-12); AC 5; HD 6; AT 4 limbs/1 bite; D 0(× 4)/3-18; MV 0; Save F3; ML 12; TT Nil; AL N; SA tentacles to 20′ range; severed by 5 points damage in one attack; XPV 275

Triton (X7): NA 0 (10-60); AC 6, 5, or 4; HD 5*; 6* or 7*; AT 1 weapon or spell; D by weapon or spell; MV (swimming) 150′; Save D11; ML 9; TT F; G or H; AL N; SA either cleric or magic-user spells; level 5, 6, or 7; XPV 300, 500, or 850

Vampire Rose (B3): NA 1-8 (1-8); AC 7; HD 4*; AT 1 + blood drain; D 1-8; MV 30′; Save F2; ML 12; TT Nil; AL C; SA victim hit must Save vs. Spells or allow blood drain; XPV 125

Velya (X7): NA 0 (1); AC 3; HD 7**; AT 1 touch or special; D 1-8 + energy drain or special; MV (swimming) 180′; Save F9; ML 11; TT F; AL C; SA vampire abilities and resistances, regenerates 2 hp/round, *charm* song 200′ range, summon 3-18 mako sharks; XPV 1,250

Veteran (previous Basic Set): See Fighter (player character), the revised D&D Basic Set (NPC Party), and the revised D&D Expert Set (NPC Parties; pg. 25).

Water Weird (B7): NA 1-2 (1-4); AC 5; HD 3*; AT 1 grab; D 1 + drowning; MV 60′; Save F6; ML 12; TT L; AL C; SA drown in 3 rounds once caught, 1 point only from sharp weapons, *slowed* by cold, fire causes 1/2 normal or no damage; XPV 50

Weasel, Giant (previous Expert Set): See the D&D Companion Set.

Whale (previous Expert Set): See the D&D Companion Set.

Worm, Slime (X2): NA 1; AC 5; HD 10*; AT 1 bite; D 2-12; MV 60′; Save F5; ML 9; TT D; AL N; SA swallow prey with hit roll 18-20 for continuous damage 2-20; XPV 1,750

Zombie-Minotaur (M2): NA 2-8 (3-18); AC 5; HD 3; AT 1 weapon; D 1-8 or by weapon; MV 120′; Save F1; ML 12; TT Nil; AL C; XPV 35

This section introduces the greatest and most powerful of all magic items, the Artifact.

An artifact is the creation of an Immortal and contains a concentration of that Immortal's personal *power*. The magical might of an artifact is legendary. It is able to recreate magical effects of spells and other magic items, without exhausting its power. Indeed, artifacts are capable of regenerating any power they expend given sufficient time.

Each artifact is unique or part of a unique set, as no two artifacts can create the same combination of effects. Artifacts are only rarely encountered and are often the object of astounding quests for glory and honor. Nothing regarding an artifact happens by chance, for the destiny of each device is carefully planned and controlled by the Immortals.

Using Artifacts in the Game

What purpose do artifacts serve in the game? A quest for an artifact can provide a long range goal for high level characters, providing months of adventuring. A powerful artifact can be both a real challenge to control and a highly prized reward for high level characters. Quests to find an ancient artifact to defeat pawns of the Dark Immortals, or to destroy a dark artifact can lead to the creation of epic sagas for your advanced players.

The Purpose of Artifacts

Artifacts are the creations of Immortals who sacrifice a part of their personal Power, to create these tools which may be used to further their masters' goals. The Immortal crafts an artifact to fulfill a specific purpose that will help gain more power for the Immortal and supports the goals of the Immortal's Sphere of Power. These may be as simple as battling enemies of the Sphere to subtly undermining an entire nation's might.

An artifact, though created by an Immortal may be used by mortals either directly or indirectly in service to the spheres of the Immortals. However, because of the unmanageable nature of Immortal Power, mortals will suffer a chance of adverse effects when using an artifact.

Artifacts may have different levels of power based on the amount an Immortal is willing to invest. This *magnitude* of power falls into four levels: Minor, Lesser, Greater, and Major. Minor artifacts are the ones most commonly created, for they cost the least. The number of magical effects and adversities of an artifact is directly linked to the magnitude of an artifact. Refer to Table 1 under *Creating Artifacts* for full details.

Artifacts in the Game

Finding an Artifact

The appearance of an artifact in a campaign should never be abrupt, nor random. Artifacts are tools of the Immortals and their destiny and use is carefully planned. Foreshadow the introduction of an artifact through legends and rumors the characters learn or overhear. An Immortal might use subtle manipulation to bring the existence of the artifact to the characters' attention. Only introduce an artifact if it serves a greater game goal.

An artifact should only be found after a long, trial-filled quest. A character should have to find and follow the winding trail of the artifact through history. Artifacts are never easily found or acquired, for they are often protected by a mighty guardian or by terrible trials and mystery.

An artifact may be used by intelligent creatures of any level. However, the value of an artifact will vary because of the level of the mortal. Low-level creatures will find themselves not really in control of the artifact. Mid-level mortals will find an artifact desirable because of the power it promises, but hard pressed by the adverse effects. High level beings will often seek out an artifact in an effort to right a wrong, destroy an evil item, or to do honor to an Immortal.

Activating an Artifact

Artifacts may assume many guises and even once found may not work until a specific action is performed. The action required to activate an artifact's innate powers may be the performance of a special ritual, the occurrence of a specific event, or some action that must be taken with the item itself.

The specific means to activate an artifact may be learned through legend or magical research and may result in further adventures.

Merely possessing an artifact is not enough to gain its benefits. A character must also learn how to control each of its powers. Discovering what powers an artifact has and how to control the effects should be a gradual process. Powers and their controls may be discovered using methods similar to those for activation.

Try to maintain the mystery of the artifact by describing effects, rather than naming them and by keeping their methods of control uncertain. This will contribute much to the flavor of the game.

If specific methods are not described for activation or discovery of the powers, the item should activate when picked up, and once the possessor proves his worth, it should communicate its powers telepathically.

Artifact Powers

Artifacts are beyond mortal powers and are treated as if 40th level for purposes of determining magical effects. Unlike standard magical items, artifacts may make saving throws versus various attacks as if a 36th level Fighter.

An artifact may have several powers, but the total cost of the powers may not exceed the Power Level of the item as defined by its magnitude. Each effect may be used as often as desired. But each use drains a number of charges equal to the cost of the power used. The number of charges available at full capacity equals the Power Level. An artifact may recharge itself; the rate of recharging depends on the magnitude of the artifact. If charges drop below 10, no power may be used until the item is sufficiently recharged.

If an artifact is used to harm another artifact, it is treated as if attacking as a 40 HD monster, Armor Class -20. Only enchanted weapons with + 5 bonus or greater and other artifacts may damage an artifact. All attacks against an artifact only cause the minimum amount of damage possible based on the attack. Artifacts possess a number of hit points equal to their Power Level.

Damage to an artifact may only be repaired by its Immortal creator.

Intelligence of an Artifact

An artifact is made of the five components of power—matter, energy, time, entropy, and thought. All artifacts possess a rudimentary intelligence. This level of intelligence is very restricted, and an artifact can respond to only a limited number of situations. An artifact does not have analytical intelligence, reason, nor the ability to learn. It can only respond to personal danger and present situations in regard to its purpose.

If an artifact is personally attacked, it defends itself using its powers. An artifact does not use attacks that might cause it further damage, but it does not account for its wielder's frailties. If the attack is an area effect at close range, the user may suffer damage.

Adverse Effects

Because of the presence of "entropy" in the components of an artifact, all artifacts have bad side effects that may occur whenever a mortal uses an artifact. Immortals are not affected by these adversities. Adverse

effects appear spontaneously, and are not chosen by the Immortal creating the artifact. These side effects may occur by chance or whenever a certain action is performed. Details on adverse effects are given under *Creating Artifacts.*

There are two types of adverse effects that every artifact possesses; handicaps and penalties.

Handicaps are permanent effects that may not be negated as long as a user retains possession of an artifact. Handicaps occur when a specified action takes place or else, when a power is first used. A handicap may occur additional times for cumulative effects, whenever the artifact's charges are allowed to reach 0.

Once an artifact is no longer possessed, all handicaps begin to wear off. It vanishes completely after a period of time defined by the magnitude of the artifact.

Minor artifact	30 days
Lesser artifact	60 days
Greater artifact	120 days
Major artifact	240 days

Handicaps wear off only if the artifact is abandoned or lost by the user.

Penalties are temporary effects that may be negated by magical means while the artifact is possessed. Penalties may occur by chance or when a specified action takes place, usually the use of a power.

The standard chance that a penalty occurs is equal to the cost of the power being used minus 10. If this number or less is rolled on d100, a penalty occurs. When chance dictates the occurrence of a penalty, the DM should choose from the list of artifact penalties.

Attacking an Artifact

Artifacts, like Immortals, are nearly indestructable. However, an artifact's physical form may be destroyed causing the artifact's essence to return to the Immortal creator for placement in a new vessel. This effectively removes an artifact from play for a time.

To attack an artifact, note the natural abilities listed for AC, hit points, etc. When an artifact is damaged it will defend itself, sensing which powers will be the most effective attack. If no attack powers remain, the artifact may randomly use any A1 attack with a cost of 35 or less.

Loss of hit points does not affect the ability of an artifact to recharge (charges and hit points are separate though they both equal the total Power Level number). Damage may only be repaired by the Immortal creator.

Once an artifact is damaged 10% or more it always defends itself when it is attacked. This may become dangerous for the user.

When it becomes 40% damaged, an artifact begins to lose powers starting with those of lowest cost. Additional powers are lost for every additional 10% of damage it suffers.

When an artifact is 80% damaged or more, there is a chance that the Immortal will recall the artifact: 1 in 6 at 80%; 2 in 6 at 90%. An artifact automatically returns to the creator when it is 100% damaged.

Destroying an artifact's physical vessel may bring the attention of an Immortal to a character and the Immortal may attempt to exact a pennance through subtle manipulations of NPCs. But 80% of the time an Immortal creator is not overly concerned about the damage to the artifact unless his attention is already directed at the character.

Destruction of an Artifact

At times characters may seek to permanently destroy an artifact. This is done to remove a dark artifact from the hands of evil, or to bring honor to or impress a specific Immortal of a conflicting Sphere of Power.

To permanently destroy an artifact, a special method, unique to each artifact, must be employed. This method must be extremely difficult and require the use of legendary might—such as to crush it on the World Anvil, or to cause it to be devoured by an Immortal Dragon. This method may be discovered through a lengthy quest or very expensive research. Legends about the item may hint at how it may be destroyed.

An artifact cannot defend itself until it is attacked, and thus can rarely prevent its destruction. An Immortal creator on the other hand would attempt through mortal agents to thwart its destruction once he discovered the intent, as the artifact is a piece of the Immortal's power. If the artifact is destroyed, the Immortal creator will become the destroyer's foe and may attempt to cause him ill through future manipulations. An Immortal from another sphere of power who benefits from the destruction of the artifact may be petitioned to intervene at the price of a personal quest. If the DM allows a character to so gain an Immortal's intervention, the thwarted Immortal may only send one catastrophe against the character. After that the Immortal creator may not directly act against the destroyer.

Creating Artifacts

The following is a list of elements to consider when creating an artifact. Artifacts should be designed and used with great care, as too frequent an appearance, use or lack of control of artifacts, swiftly turns them into only powerful toys.

Player Description: Create the legend of the artifact, complete with rumors and clues about the whereabouts, uses and ill effects of the artifact. (Books on lore, legend and myths, as well as fiction may be used for inspiration.)

DM Notes: Define the exact physical form of the artifact. Also determine the Immortal creator and the purpose of the artifact.

Magnitude: Select the magnitude of the item to be created. This will define the maximum Power Level possible and range of powers.

Limits of Power: Once the magnitude is known, review the maximum number of powers available in each power category on Table 1.

Sphere: Define the Immortal creator and his Sphere of Power. This will help strengthen the purpose and provide guidelines as to the types of powers that might be chosen.

Powers: Select powers based on the purpose and sphere of the artifact. Power cost should not exceed the total Power Level, nor should the maximum powers per category be exceeded. You may, however, choose fewer powers and a lower Power Level than the maximum.

Activation: Decide the methods of activation and also other methods for discovering powers.

Use of Powers: Define how the user summons forth the powers and whether the artifact produces the effect or if it is granted to the user to invoke.

Handicaps: Determine permanent adverse effects and the conditions for their appearance.

Penalties: Determine temporary setbacks and the conditions or chances for their appearance.

At the end of this section are several pregenerated artifacts for use in D&D campaigns. These samples provide a model for generating your own new artifacts. At the end of each artifact, the reference source for the artifact is listed as well as suggestions of where you might look for other ideas.

When deciding on the Immortal creator and his Sphere of Power, refer to the Procedures section on Immortals to review the goals of each sphere. Then when selecting powers, the purpose provides a logic for the ones chosen. An artifact for the Sphere of Energy would use fire and energy attacks and

defenses, teleportation, and possibly many transforming energy powers.

Physical Vessels

Almost anything may be used as a vessel for an artifact, but most often items of enduring materials are used. An artifact may even be another magic item, but then is usually a weapon or armor. When using a magic item as the vessel, do not roll randomly on the treasure tables, but rather make a logical selection. Do not choose a powerful magic item as the vessel for an artifact. Any special abilities of the magic item do not count against the Power Level total.

Selecting Adverse Effects

Select effects that will not interfere with the purpose or function of the artifact. Where possible, select effects that will actually further the goals of the sphere. Do not choose effects that negate one of the artifact's powers.

You may choose to modify the severity of the effects based on the magnitude of the artifact.

Using the Power Tables

The following are tables for use when creating new artifacts for your own campaign. These tables were also used to create the sample artifacts listed hereafter. Their special powers are defined here.

To create a new artifact, choose the magnitude of the artifact to be created and consult Table 1. The DM may select Powers based on their power point cost up to the maximum power investment. The total power of the artifact cannot exceed the magnitude level, but may be less. If the total power is less than the maximum, the actual power invested is the total number of power points available when fully charged.

Powers selected may not exceed the maximum number of powers for each category, but an artifact need not have powers from each category.

Table 2, Artifact Powers, is divided into four categories, each further subdivided into general types. The four categories are: Attacks against another, Information & Movement, Transformations, and Defenses. Preceding each ability is a number; this number is used both as the power investment cost and the number of power points subtracted whenever the ability is used.

Following each power's name are abbreviations of the *range, duration, effect* and book reference, if a spell. In some cases, the effect of a power is too complex to abbreviate and the reference should be reviewed for details. Effect also may be used to list *area of effect*. Each power only functions for a limited duration where noted.

Note that range, duration and area of effect may vary from the original spell; check the table first.

Abbreviations used include:

atk = attack
B = Basic Players Book
C = Companion Players Book
cn = coin; unit of encumbrance
cr = creature
CR = Combat Result for War Machine
CRT = Combat Result Table for War Machine
Conc = Effect is only maintained as long as user concentrates on it and is not disturbed or damaged
dia = diameter
D = damage
DR = Duration
EF = Effect; Area of Effect
HD = Hit Dice
L = Level; experience or spell
MV = Movement rate
M = Master Players Book
obj = Object
r = round
R = Range
rad = radius
Save = Saving throw vs the effect
ST = Saving throws of a specific category as a result of the effect
T = Turn
Touch = Attacker must touch target
X = Expert Rule Book
/ = per
* = spell has reverse effect

TABLE 1: GENERAL CHARACTERISTICS

	Magnitude of Artifact			
	Minor	Lesser	Greater	Major
Maximum Power Investment	100	250	500	750
Maximum Number of Powers	8	11	14	17
Maximum Types of Powers				
A. Attacks	2	3	4	4
B. Info + Move	1	2	3	4
C. Transforms	2	2	3	4
D. Defenses	3	4	4	5
Recharging Rate				
PP per hour	30	60	120	180
PP per turn	5	10	20	30
Adverse Effects				
Handicaps *	1	2	3	4
Penalties **	1	3	5	8

* Or 1 handicap + 1 per 200 power invested, round down.

** Or 1 penalty per 100 power invested, round up.

TABLE 2: ARTIFACT POWERS

A. Attack Forms

A1. Direct Physical Attacks

Cost	
10	*Cause Wounds, Light** (EF 7 hp; X5)
15	*Magic Missile* (EF 5 missiles, 1d6 + 1 D each; B40)
35	Bearhug (DR 1T)
25	*Cause Disease** (R 30'; X6)
30	*Cause Wounds, Serious** (EF 14 hp; X7)
35	*Cause Wounds, Critical** (EF 21 hp; C12)
40	*Create Poison** (R Touch; X8)
40	*Dispel Evil* (R 30', DR 1T; X8)
45	*Cloudkill* (R 1', DR 6T, EF 1 pt/r, 5HD or less Save vs. Poison, 30' × 20'; X14)
45	*Ice, Storm* (R 120', EF 20d6 D, 20' cube; X13)
50	*Death Spell* (R 240', EF 32 HD in 60' cube, to HD 7 +; X16)
50	*Finger of Death** (R 60'; X9, C12)
50	Poison gas breath (DR 3r, EF 20' cube)
55	*Fire Ball* (R 240', EF 20d6 D; X11)
55	Ice Breath (EF 30' × 10' D = hp)
60	Fire Breath (EF 30' × 10' D = hp)
60	*Lightning Bolt* (R 180', EF 20d6 D, 60' × 5'; X12)
65	Acid Breath (EF 30' × 5')
65	*Delayed Blast Fire Ball* (R 240', DR 0-60r, EF 20d6 D; C22)
70	*Life Drain** (R Touch; EF Drains 1 level; C13)
75	*Explosive Cloud* (R 1', DR 6T, EF 20' × 30' × 30', 20hp/r; C24)
80	*Disintegrate* (R 60', EF 1 cr; X16)
85	*Power Word Kill* (R 120', EF kill 60 hp, stun 61-100 hp, DR 4T; C26)
90	*Obliterate** (R 60', EF kill 7 HD; to 12 HD ST at -4, 12 + HD 6d10; C13)
100	*Meteor Swarm* (R 240', EF 4 for 8d6 + 8d6 or 8 for 4d6 + 4d6; C26)

A2. Direct Mental Attacks

Cost
- 10 *Cause Fear** (R 120', DR 2T; X5)
- 15 *Sleep* (R 240', DR 20 T, EF up to 20 HD, 40' sq; B40)
- 20 *Charm Person* (R 120'; B39)
- 25 *Confusion* (R 120', DR 12r, EF up to 18 cr in 30' rad; X13)
- 30 *Charm Monster* (R 120', EF 18 at 3 HD or 1 at 3 + HD; X13)
- 30 Calm Others (R 120', EF up to 40 HD)
- 35 Control Plants (R all in 30' × 30', DR 20T; X61)
- 40 *Feeblemind* (R 240', EF -4ST, INT 2; C20)
- 45 *Charm Plant* (R 120', DR 3 mon, EF 1/6/12/24 plants; C21)
- 50 *Geas* Another (R 30'; X16)
- 60 Control Animals (DR 20T, EF up to 40 HD, 20 cr)
- 70 Control Lesser Undead (DR 20T, EF up to 7 HD, 20 HD, 10 cr)
- 75 *Mass Charm* (R 120', EF 30HD, -2 Save; C24)
- 80 *Open Mind** (R Touch, EF -8ST; C24)
- 85 Control Giants (DR 20T, EF one type, 4 cr)
- 90 Control Greater Undead (DR 20T, EF any, 40 HD, 20 cr)
- 95 Control Dragons (DR 20T, EF one type, 3 Small or 1 Large)
- 100 Control Humans (DR 20T, EF up to 7 HD, 40 HD total, 20 cr)

A3. Attacks that Stop or Slow

Cost
- 10 *Web* (R 10'cu, DR 48T; B42)
- 15 *Hold Animal* (R 180', DR 40T, EF one type, 4 cr; C15)
- 20 *Hold Person* (R 120', DR 40T, EF up to 4 cr; X12)
- 25 *Slow** (R 240', DR 3T, EF up to 24 cr, 30' radius; X12)
- 35 *Hold Monster* (R 120', DR 46T, EF up to 4 cr; X15)
- 45 *Turn Wood* (R 30', DR 40T, EF 120' × 60'; M5)
- 50 *Flesh to Stone** (R 120', EF 1 cr or 10' cube; X16)
- 60 *Power Word Stun* (R 120', DR up to 35hp = 12r, up to 70hp = 6r; C22)
- 75 *Dance* (R Touch, DR 8r, EF -4ST/AC; C24)
- 85 *Power Word Blind* (R 120', DR up to 40 hp = 4 days, up to 80 hp = 2d4 hrs; C25)
- 100 Life Trapping
- 100 *Maze* (R 60', DR 6T to 4r; C26)

A4. Miscellaneous Attack Forms

Cost
- 10 *Blight** (R 60', DR 6T, EF 20'sq, -1 ML/Hit/Dmg; X5)
- 15 *Darkness** (R 120', DR 46T, EF 30' dia; X11)
- 20 *Light* (R 120', DR 46T, EF 30' dia; B40)
- 20 Set normal Trap, 50% (DR 6T)
- 20 Turn Undead as Cleric L6 (DR 1T)
- 25 *Curse** (R Touch; EF limited, see X14)
- 25 Disarm Attack (DR 6T)
- 30 *Continual Darkness** (R 120', EF 30' rad; X6)
- 30 Pick Pockets, 50% (DR 6T)
- 40 Set normal Trap, 70% (DR 6T)
- 40 *Silence 15' radius* (R 180', DR 12T; X6)
- 45 *Polymorph Other* (R 60', up to 2x HD; X13)
- 45 Turn Undead as Cleric L12 (DR 2T)
- 50 *Babble** (R 60', DR 40T; X9)
- 55 *Dispel Magic* (R 120', EF 20'cube; X8)
- 55 Pick Pockets, 75% (DR 6T)
- 60 *Appear** (R 240', DR 1T, EF 20'cube; C22)
- 65 Set normal Trap, 90% (DR 6T)
- 70 Turn Undead as Cleric L24 (DR 3T)
- 75 *Polymorph Any Object* (R 240', DR 40-240T, EF 10'cube; C25)
- 80 Pick Pockets, 100% (DR 6T)
- 90 Anti-Magic Ray (DR 1T, EF 100%)
- 95 Turn Undead as Cleric L36 (DR 3T)
- 100 Blasting (EF 60' × 20', 2d6 + deafen)

A5. Bonuses to attacks

Cost
- 10 *Bless* (R 60', DR 6T, EF 20'sq, + 1 ML/Hit/Dmg; X5)
- 15 Weapon damage bonus + 2 (DR 1T)
- 20 Hit rolls bonus + 2 (DR 1T)
- 20 Turn undead bonus + 2 to roll, + 1d6 HD (DR 1T)
- 25 Leap to 30', + 2 Hit roll bonus (DR 1T)
- 25 Weapon damage bonus + 3 (DR 1T)
- 25 Weapon strength bonus + 1 (DR 1T)
- 30 Hit rolls bonus + 3 (DR 1T)
- 30 Spell damage bonus, + 1/die (DR 1 spell)
- 30 *Striking* (R 30', DR 1T, EF + 1d6 D; X7)
- 35 Weapon damage bonus + 4 (DR 1T)
- 40 Hit rolls bonus + 4 (DR 1T)
- 40 Turn undead bonus + 4 to roll, + 2d6 HD (DR 1T)
- 40 Weapon strength bonus + 2 (DR 1T)
- 45 Weapon damage bonus + 5 (DR 1T)
- 50 Hit rolls bonus + 5 (DR 1T)
- 50 Leap to 60', + 4 Hit roll bonus (DR 1T)
- 55 Spell damage bonus, + 2/die (DR 1 spell)
- 55 Weapon strength bonus + 3 (DR 1T)
- 60 Hit rolls bonus + 6 (DR 1T)
- 60 Turn Undead bonus + 6 to roll, + 3d6 HD (DR 1T)
- 70 Double weapon damage (DR 1T)
- 70 Weapon strength bonus + 4 (DR 1T)
- 75 Leap to 90', + 6 Hit roll bonus (DR 1T)
- 80 Spell damage bonus, + 3/die (DR 1 spell)
- 85 Smash attack (DR 1T)
- 85 Weapon strength bonus + 5 (DR 1T)
- 90 Triple weapon damage (DR 1T)
- 100 Spell damage bonus, + 4/die (DR 1 spell)

B. Information & Movement

B1. Aids to Normal Senses

Cost
- 10 Detect New Construction (R 60', DR 36T)
- 10 *Read Languages* (DR 6T; B40)
- 10 *Read Magic* (DR 3T; B40)
- 10 Timekeeping (DR to 24 hours from 1 mark)
- 15 Detect Slopes (R 30', DR 36T)
- 15 *Speak with Animals* (R 30', DR 6T; X6)
- 20 *Infravision* (R Touch, DR 1 day, EF see 60'; X12)
- 25 Hear Noise, 50% (DR 12T)
- 25 *Speak with the Dead* (R 30', EF 3 questions; X7)
- 30 *Speak with Plants* (R 30', DR 3T; X8)
- 30 Tracking (DR 6 hours, EF 90% outdoor, 50% indoor)
- 35 Find Secret Doors (R 10', DR 6T)
- 40 Communication (DR 6T)
- 50 Hear Noise, 90% (DR 24T)
- 50 Lie Detection (R 120', DR 3T)
- 60 *Speak with Monsters* (DR 6T; X9)
- 70 Tracking (DR 6 hours, EF 90% anywhere)
- 75 Hear Noise, 140% (DR 36T)
- 80 X-Ray Vision (R 30', DR 1T)

B2. Additional Senses

Cost
- 10 Find Traps, 50% (DR 6T)
- 10 *Predict Weather* (DR 12 hours, EF 40 miles; C15)
- 15 *Detect Magic* (DR 6T, EF R 60'; B39)
- 15 *Detect Evil* (DR 6T, EF R 60'; B41)
- 20 Find Traps, 60% (DR 6T)
- 20 *Know Alignment* (DR 1r, EF R 30; X5)
- 20 *Locate Object* (DR 6T, EF 120'; X6)
- 25 *Clairvoyance* (R 60', DR 12T; X11)
- 25 *ESP* (R 60', DR 12T; B41)
- 30 Find Traps, 70% (DR 6T)
- 30 *Wizard Eye* (R 240', DR 6T, MV 120'; X14)
- 35 *Find Traps* (DR 2T, EF 30'; X5)
- 35 *Detect Invisible* (R 400', DR 6T; B41)
- 40 *Detect Danger* (R 200', DR 6T; M4)
- 40 Find Traps, 80% (DR 6T)
- 45 Choose Best Option (R 1T, EF 1 choice)
- 50 Find Traps, 90% (DR 6T)
- 50 *Truesight* (DR 5T, EF 120'; C12)
- 55 Mapmaking (DR 1T, EF Sense 60' range)
- 60 Find Traps, 100% (DR 6T)
- 60 Treasure Finding (DR 6T, EF 400')
- 70 Find Traps, 110% (DR 6T)
- 70 *Lore* (DR 1T or 1 day; C22)
- 80 *Find the Path* (DR 46T; X9)

B3. Aids to Movement

Cost
- 10 Climb Walls, 70% (DR 12T)
- 15 *Levitate* (DR 46T; B41)
- 15 Tree movement (DR 12T)
- 20 Climb Walls, 80% (DR 12T)
- 20 *Plant Door* (DR 40T; C15)
- 25 Climb Walls, 90% (DR 12T)
- 25 *Dimension Door* (R 10′, DR 1r, EF 360′; X13)
- 25 *Fly* (DR 40 + 1d6T; MV 360′; X12)
- 30 Gaseous Form (DR 3T)
- 30 *Haste* (R 240′, DR 3T, EF 24 cr in 60′; X12)
- 35 Move Silently, 50% (DR 6T)
- 35 *Pass Plant* (EF 300-600 yards; C16)
- 35 Web movement (DR 12T)
- 40 Climb Walls, 100% (DR 12T)
- 40 *Telekinesis* (R 120′, DR 6r, EF 8000 cn, MV 20′/r; C20)
- 45 *Transport Through Plants* (EF +2 cr; C16)
- 50 *Teleport* (R 10′; X15)
- 55 Climb Walls, 110% (DR 12T)
- 55 Move Silently, 70% (DR 6T)
- 60 Burrowing (DR 6T, MV 10′, 30′, or 60′)
- 65 Plane Travel (self only, 1 shift)
- 70 Climb Walls, 120% (DR 12T)
- 75 Move Silently, 90% (DR 6T)
- 80 *Travel* (DR 40T, MV 360′/720′ gaseous; M8)
- 85 *Teleport any Object* (EF 1 cr/obj/10′ cube or self safe, -2 save other; C24)
- 90 *Word of Recall* (X9)

B4. Aids to offset Encumbrance

Cost
- 10 Container, to 5,000 cn (DR 6 hours)
- 10 *Floating Disc* (DR 6T, EF 5,000 cn; B39)
- 15 Bouyancy, to 10,000 cn (DR 6T)
- 20 Container, to 10,000 cn (DR 6 hours)
- 30 Container, to 15,000 cn (DR 6 hours)
- 30 Buoyancy, to 20,000 cn (DR 12T)
- 40 Container, to 20,000 cn (DR 6 hours)
- 45 Buoyancy, to 40,000 cn (DR 18T)
- 50 Container, to 25,000 cn (DR 6 hours)
- 60 Container, to 30,000 cn (DR 6 hours)
- 60 Buoyancy, to 80,000 cn (DR 24T)
- 70 Container, to 35,000 cn (DR 6 hours)
- 75 Buoyancy, any weight (DR 36T)
- 80 Container, to 40,000 cn (DR 6 hours)
- 90 Container, to 50,000 cn (DR 6 hours)

C. Transformations

C1. Creations and Summonings

Cost
- 15 *Produce Fire* (DR 2T; C15)
- 20 *Create Water* (RDR 6T, EF 50 gallons; X7)
- 30 *Summon Animals* (R 360′, DR 3T; M5)
- 35 *Create Food* (R 10′, EF 400 men + mounts; X8)
- 40 *Create Normal Animals* (R 30′, DR 10T, EF 1-6 cr; C12)
- 45 *Create Normal Monsters* (R 30′, DR 2T, EF 40 HD total; C22)
- 50 *Animate Dead* (R 60′, EF 40 HD; X14)
- 60 *Animate Objects* (R 60′, DR 6T, EF 4,000 cn; X9)
- 70 *Sword* (R 30′, DR 40r, EF as 2-Handed, 2 atk/r; C24)
- 75 Create normal objects (EF up to 1,000 cn)
- 80 *Clone* (R 10′; M6)
- 90 *Create Magical Monsters* (R 60′, DR 3T, EF 40 HD total; M7)
- 100 *Create Any Monster* (R 90′, DR 4T, EF 40 HD; M8)

C2. Static Changes

Cost
- 10 *Purify Food and Water* (R 10′, EF 6 waterskins or 12 food; B27)
- 10 Repair normal objects (EF up to 1,000 cn)
- 15 Change Odors (EF 30′ cube)
- 15 Change Tastes (EF 40 meals or 20 cu.ft.)
- 20 *Hold Portal* (DR 12T; B39)
- 30 Remove Traps, 50% (DR 6T)
- 30 *Wizard Lock* (R 10′; B42)
- 35 Create magic aura (R 120′, DR 3T, EF 40′ cube)
- 40 *Magic Door* (R 10′, DR 7 uses; C22)
- 40 Repair temporary magical object (1 obj)
- 50 Rulership (EF +10 to +50 Confidence)
- 60 *Magic Lock** (R 10′, DR 7 uses, EF 10′ sq; C22)
- 60 Remove Traps, 75% (DR 6T)
- 70 *Remove Barrier** (R 60′; C12)
- 70 Repair permanent magical object (1 obj)
- 75 Victory (EF +25 CR Roll, on CRT worst 91-100)
- 80 *Metal to Wood* (R 120′, EF 2,000 cn; C16)
- 85 *Close Gate** (R 30′; C26)
- 90 *Permanence* (R 10′; C25)
- 90 Remove Traps, 100% (DR 6T)
- 95 *Gate* (R 30′, DR 1T or d%T; C26)
- 100 *Timestop* (DR 1 + 1d4r; M10)

C3. Dynamic Changes

Cost
- 10 Open Locks, 60% (DR 6T)
- 15 *Warp Wood* (R 240′, EF 40 arrows; C15)
- 20 *Growth of Animal* (R 120′, DR 12T, EF 2x; X6)
- 20 *Knock* (R 60′; B41)
- 25 *Growth of Plants* (R 120′, EF 3,000 sq.ft.; X13)
- 25 *Heat Metal* (R 30′, DR 7r; M4)
- 25 Open Locks, 70% (DR 6T)
- 25 *Shrink Plants** (R 120′, EF 3,000 sq.ft.; X13)
- 30 *Control Winds* (DR 40T, EF 400′; C16)
- 30 *Harden** (R 120′, EF 3,000 sq.ft. × 10′; C20)
- 35 *Control Temperature 10′ radius* (DR 40T, EF 50 degrees; C15)
- 35 *Dissolve* (R 120′, DR 3-18 days, EF 3,000 sq.ft. × 10′; C20)
- 40 *Lower Water* (R 240′, DR 10T, EF 1/2 height; X16)
- 40 Open Locks, 80% (DR 6T)
- 45 *Pass-Wall* (R 60′, DR 6T, EF 5′ × 10′; X15)
- 50 *Move Earth* (R 240′, DR 6T; C21)
- 55 Open Locks, 90% (DR 6T)
- 55 *Summon Weather* (DR 240T, EF 30 miles; C16)
- 60 *Reverse Gravity* (R 90′, EF 30′cube; C22)
- 70 Open Locks, 100% (DR 6T)
- 80 *Weather Control* (DR Conc., EF 240 yards; C16)
- 85 Open Locks, 110% (DR 6T)
- 90 *Earthquake* (R 120 yards, DR 1T, EF 175′sq; C13)
- 95 Open Locks, 120% (DR 6T)
- 100 *Wish* (M10)

D. Defenses

D1. Cures

Cost
- 10 *Remove Fear* (DR 3T, EF +6 SAve; B27)
- 15 *Cure Wounds* (EF 7 hp; B26)
- 20 *Cure Blindness* (R Touch; X6)
- 20 *Cure Disease* (R 30′; X6)
- 25 *Free Person** (R 120′, EF up to 4 cr; X12)
- 25 *Cure Wounds, Serious* (EF 14 hp; X7)
- 30 *Neutralize Poison* (R Touch; X8)
- 35 *Cure Wounds, Critical* (EF 21 hp; C12)
- 40 *Free Monster** (R 120′, EF up to 4 cr; X15)
- 45 *Remove Geas** (R 30′; X16)
- 50 *Stone to Flesh* (R 120′, EF 10′cube; X16)
- 60 *Raise Dead* (R 120′, EF 132 days dead; X9, C12)
- 65 *Remove Charm** (R 120′, EF up to 20′cube; C24)
- 70 *Remove Curse* (R Touch; X14)
- 85 *Raise Dead Fully* (R 60′, EF up to 8 years dead; C13)
- 90 *Restore* (R Touch; C13)
- 95 Regeneration (EF 3hp/r for 1T)
- 100 *Heal* (R Touch; M9)
- 100 Automatic Healing (Self only)

D2. Personal Bonuses

Cost
- 10 Memorize + 1 bonus spell level
- 20 AC bonus -2 (DR 6T)
- 20 Ability Score bonus (DR 6T, EF 1 random score)
- 20 Memorize + 2 bonus spell levels
- 25 Parry (DR 6T)
- 25 Saving Throws bonus + 2 (DR 6T)
- 30 Hit points bonus + 1 per Hit Die (DR 1T)
- 30 Memorize + 3 bonus spell levels
- 35 Dodge normal missiles (DR 1T, EF Save vs. wands)
- 35 Size Control (DR 6T, 3" to 18')
- 40 Ability Score bonus (DR 6T, EF 2 random scores)
- 40 AC bonus -4 (DR 6T)
- 40 Memorize + 4 bonus spell levels
- 45 Elasticity (DR 12T, EF 1/2 Dmg blunt weapons)
- 50 Dodge any missiles (DR 1T, EF Save vs. Wands)
- 50 Memorize + 5 bonus spell levels
- 50 Saving Throws bonus + 4 (DR 6T)
- 60 Ability Score bonus (DR 6T, EF 3 random scores)
- 60 AC bonus -6 (DR 6T)
- 60 Hit points bonus + 2 per Hit Die (DR 6T)
- 60 Memorize + 6 spell bonus levels
- 65 Dodge directional attacks (DR 1T, EF Save vs. Wands)
- 65 *Polymorph Self* (DR 46T; X14)
- 70 Memorize + 7 bonus spell levels
- 75 Saving Throws bonus + 6 (DR 6T)
- 80 Ability Scores bonus (DR 6T, EF 4 random scores)
- 80 AC bonus -8 (DR 6T)
- 80 Memorize + 8 bonus spell levels
- 85 Inertia control (DR 4 hours, 1 obj)
- 90 Hit points bonus + 3 per Hit Die (DR 1T)
- 90 Memorize + 9 bonus spell levels
- 100 Ability Scores bonus (DR 6T, EF all scores)
- 100 AC bonus -10 (DR 6T)
- 100 Memorize + 10 bonus spell levels
- 100 *Shapechange* (DR 40T, EF any cr or obj 40'/4000cn; M9)

D3. Personal Protections

Cost
- 10 *Shield* (DR 6T; B40)
- 15 Anti-Magic 10% (DR 6T)
- 15 *Mindmask** (R Touch, DR 12T; X11)
- 15 *Water Breathing* (R 30', DR 1 day; X12)
- 20 *Invisibility* (B41)
- 20 Immune to Disease (R Touch, DR 18T)
- 25 *Invisibility 10' radius* (R 120'; X12)
- 30 Immune to Paralysis (R Touch, DR 6T)
- 30 Security (EF Trap 5 items, alarm only)
- 35 Anti-Magic 20% (DR 6T)
- 40 Immune to Poison (DR 18T, EF self only)
- 50 Immune to Aging attacks (R Touch, DR 18
- 55 Anti-Magic 30% (DR 6T)
- 60 *Mass Invisibility* (R 240', EF 60'sq, 300 man-size; C22)
- 65 *Survival* (DR 48 hours; M3)
- 70 *Statue* (DR 80T, EF + 2 Init; C23)
- 75 Anti-Magic 40% (DR 6T)
- 80 Immune to Energy Drain (R Touch, DR 6T)
- 80 *Mind Barrier* (R 10', DR 48 hours, EF + 8 ST; C24)
- 85 Protection from Magical Detection (DR 6T, EF self + items)
- 95 Anti-Magic 50% (DR 6T)
- 100 Luck (DR 1T, EF Choose result of 1 roll)
- 100 *Immunity* (DR 40T, EF blocks L1 -3 spells and half effect of magic weapons + L4,L5; M9)
- 100 Immune to Breath Weapons (R Touch, DR 1T)

D4. Misdirection

Cost
- 10 *Ventriloquism* (R 90', DR 3T; B40)
- 15 *Confuse Alignment** (R Touch, DR 40T; X5)
- 20 *Obscure* (DR 40T, EF 400'sq/40'high; C15)
- 25 *Mirror Image* (DR 6T, EF 5 false images; B42)
- 30 Hide in Shadows, 30% (DR 6T)
- 30 *Massmorph* (R 240', EF 100 mansize; X13)
- 35 *Hallucinatory Terrain* (R 240'; X13)
- 40 Merging (DR 18T, EF 7 cr)
- 45 Hide in Shadows, 50% (DR 6T)
- 50 *Phantasmal Force* (R 240', EF 40'cube; B42)
- 60 Hide in Shadows, 70% (DR 6T)
- 70 *Projected Image* (R 240', DR 6T; X16)
- 90 Blend with surroundings (DR 6T)

D5. Barriers

Cost
- 10 *Resist Cold* (DR 12T, EF + 2ST, -1/die D, 30'; B27)
- 10 *Protection from Evil* (DR 6T; B40)
- 15 *Resist Fire* (DR 6T, EF + 2ST, -1/die D; X5)
- 20 *Protection from Normal Missiles* (R 30', DR 12T; X12)
- 20 Protection from some creatures (DR 6T, EF up to 5 HD)
- 25 *Protection from Evil 10' Radius* (DR 12T, EF + 1 ST; X8)
- 25 Bug Repellant (DR 40T, + 4 ST)
- 25 *Ice, Wall* (R 120', DR 12T, EF 1200 sq.ft.; X13)
- 25 *Wall of Fire* (R 60', DR Conc., EF 1200 sq.ft.; X14)
- 30 *Anti-Plant Shell* (DR 6T; C16)
- 30 *Protection from Poison* (R Touch, DR 40T, EF + 4 vs. breath; M5)
- 35 *Wall of Stone* (R 60', EF 1,000 cu.ft.; X15)
- 35 Shelter
- 40 *Protection from Lightning* (R Touch, DR 40T, EF 40 dice D; C15)
- 40 Protection from many creatures (DR 6T, EF up to 15HD)
- 45 *Anti-Animal Shell* (DR 40T; C16)
- 50 *Wall of Iron* (R 120', EF 500 sq. ft.; C21)
- 60 Protection from most creatures (DR 6T, EF up to 15 HD)
- 70 *Barrier* (R 60', DR 12T, EF 7-70 D; C12)
- 75 *Anti-Magic Shell* (DR 12T; X15)
- 80 *Force Field* (R 120', DR 6T, EF 5000 sq.ft.; M8)
- 85 Protection from all creatures (DR 6T)
- 100 *Prismatic Wall* (R 60', DR 6T, EF 10'radius or 500 sq.ft.; M9)

Explanations of Powers

The following are definitions of the new special abilities, listed in alphabetical order.

Spell effects: Any entry on the charts in *italic type* is a standard spell effect. A page reference is given for each. Some spell details are also given, in abbreviated form, for your convenience.

Spells and common abilities are not explained in the following list.

Ability Score Bonus: One or more of the user's ability scores immediately increases to maximum (18), and remains there for 1 hour. The user immediately gains all benefits derived thereby. The ability scores affected are determined randomly (roll 1d6).

Acid Breath: The user may exhale a breath weapon of acid in a line up to 30 feet long and 5 feet across, which inflicts a number of points of damage equal to one-half the current hit points of the user (rounded down). Each victim may make a Saving Throw vs. Dragon Breath to take 1/2 damage. The acid evaporates within 1 round. The Power Point cost is used for each breath.

Anti-Magic: Temporary magical effects may be negated when within 5 feet of the user; the chance of failure is the percentage given. Permanent magic is not affected. Each magical effect or item is checked separately. If magic is negated it will remain inactive for 1 turn after it leaves the Anti-Magic area.

Anti-Magic Ray: This effect is similar to that of the central eye of a beholder. The user may produce a silvery ray of light up to 60 feet long and 10 feet across. By concentrating, the user may maintain the ray for up to 1 turn. This ray causes all magic within it to become deactivated. Magic items and effects return to normal when the ray is no longer upon them.

Armor Class Bonus: The user gains the given bonus to his or her Armor Class rating.

Automatic Healing: A *cureall* effect (identical to the 6th level cleric spell) can be produced on command. The artifact will cure damage, poison, disease, paralysis, a curse, blindness, or feeblemind. The artifact must be physically touching the user for this effect to be produced. The artifact can be set to respond automatically for 1 turn if the user's hit points reach 0.

Bearhug: This effect lasts for 1 turn. The user may attack any opponent of approximately the same or smaller size by using two arms instead of a weapon or spell. Both hands must be empty. If a Hit roll succeeds, the attacker may squeeze for 2-16 points of damage, and may hold on. Any victim held may make a Saving Throw vs. Death Ray to escape the grip; the attacker may automatically squeeze causing 2-16 points of damage each round held.

Blasting: The user may cause the artifact to produce a loud trumpeting which lasts for 1 round. The blast is a cone 60 feet long and 20 feet wide at its end. Each victim within the area takes 2-12 points of damage, and must make a Saving Throw vs. Spells or be deafened for one turn.

Blend with Surroundings: The user and his equipment may change color and pattern to match his or her surroundings. While thus hidden, the user is completely undetectable except by magical means or physical touch.

Bug Repellant: As with the potion, "Bug" includes any form of arachnid, insect, or chilopod. The user cannot be touched by any normal bug, and a giant-sized bug will ignore the user unless it makes a Saving Throw vs. Spells. The effect also bestows a + 4 bonus to all Saving Throws against magically summoned or controlled bugs.

Buoyancy: This effect prevents the user from sinking unless encumbered to more than the amount given. This power does not give the user the ability to move freely through sinking terrains. The user may also cause any item or items touched to share the buoyancy, thus supporting a sailing vessel that would otherwise sink. If the user begins to sink, one or more items may be released from the effect.

Burrowing: The user may quickly dig through earthen material with bare hands. Movement through loose earth or sand is 60 feet per round; through dense hard-packed earth, 30 feet per round; and through solid rock, 10 feet per round. Metal cannot be penetrated. A tunnel will remain after the burrowing.

Calm Others: The user may affect up to 40 Hit Dice of creatures within 120 feet with this magical calm. No saving throw applies; the DM makes an immediate Monster Reaction roll for the creatures with the usual 2d6 but applying a + 4 bonus to the roll.

Change Odors: The user may cause the odors in the volume of a 30 foot cube to change to whatever scents are desired. Poison cannot be created. The change is permanent.

Change Tastes: The user may cause the tastes of a quantity of food or liquid to change to any taste desired. Poison cannot be affected, and the food or liquid is not actually changed in any way. The effect can change up to 20 cubic feet. The change is permanent.

Choose Best Option: The user may think of two or more possible actions at a decision point, and ask the artifact to choose the one which will probably be best for the user. The answer is revealed telepathically. The user may define "best" in terms of a goal, such as safety, speed, etc. Without a specific definition, the artifact will interpret "best" as being most likely to achieve or further its own purpose. The artifact will only consider possibilities up to 1 turn in the future, utterly ignoring possible consequences beyond that point. The artifact never reveals details, nor can it consider or offer an option that is not specifically presented to it.

Climb Walls: See "Thief Ability"

Communication: The user may concentrate on any one living or undead creature, and that individual is instantly aware of desire for communication. The individual may accept or deny the contact. If accepted, the user and the individual may converse telepathically for up to 1 turn, regardless of their locations, and even if on different planes of existence. If the target creature denies the contact, the user is thereafter unable to make such contact with that individual for 24 hours. The point cost applies per hour, not per attempt.

Container: An artifact with this power cannot have *life trapping* or *shelter* powers. The artifact will act similar to a *bag of holding*. However, the artifact also can "store" any object in the possession of the user when a command is spoken, teleporting the object into the artifact. Creatures cannot be stored, nor can an item being touched by any other creature. The containment power lasts for 6 hours, but may be extended (at further cost in Power). Any or all items may be released on command of the user (only). All items contained when the duration expires are instantly disintegrated (no saving throw).

Control (Animal, Dragon, Giant, Human, Plant, Undead): These effects are similar to those of the potions of the same names, but the duration is 20 Turns. The user must see the victims to control their actions. The controlled creatures cannot be forced to kill themselves. The user cannot fight or cast spells while controlling others, but may move at up to 1/2 normal rate. Each victim may make a Saving Throw vs. Spells to avoid the control, but the user may repeat the attempt once per round until the effect's duration ends. Limits:

Animals: Up to 40 Hit Dice of normal or giant-sized animals, but not fantastic or magical creatures; up to 20 individuals.

Giants: One type only; up to 4 giants.
Humans: Only affects those of 7 Hit Dice or less; up to 40 Hit Dice, up to 20 persons (Normal Men 1/2 HD each).
Plants: All plants in a 30'x 30' area.
Undead, Lesser: Only those of 9 Hit Dice or less; up to 20 Hit Dice, up to 10 individuals.
Undead, Greater: Any undead; up to 40 Hit Dice, up to 20 individuals.

Create Magical Aura: The user may cause all creatures and objects within an area to radiate light when a *detect magic* spell is used within range. A volume 40 cubic feet can be affected.

Create Normal Objects: The user may create one normal, non-magical, non-living object that has a weight of 1,000 cn or less. The user must have previously seen the object to create it with this power. An equal weight of any other solid material must be used in the creation process. Treasure may not be created.

Detect New Construction: This effect is identical to the ability possessed by all dwarves, but is 100% successful. The user may detect all signs of new construction within 100 square feet in 1 round.

Detect Slopes: It is identical to the ability possessed by all dwarves, but is 100% successful. The user may detect all sloping surfaces within 100 square feet in 1 round.

Disarming attack: This effect can be used only against a weapon-using opponent. To disarm, the user makes a normal Hit roll. If the attack hits, no damage is inflicted. The victim must roll 1d20, subtracts any of his or her Dexterity bonuses, but adds any of the attacker's Dexterity bonuses. If the modified result is greater than the victim's Dexterity, the victim is disarmed. For weapon-using monsters, assume a Dexterity of 11.

Dodge normal missiles: This effect allows the use to dodge any missile fired or thrown weapons. If any such attack would hit, the user may make a Saving Throw vs. Wands to dodge the missile. Once the user dodges, he or she can take no further actions that round. A maximum of 6 missiles per round can be dodged. If more than six missiles will hit the user in a round, the user may choose the missiles he or she wishes to dodge.

Dodge any missiles: This effect is identical to *dodge normal missiles*, except that missiles of any sort can be dodged, including siege engine missiles, and even missiles from a *magic missile* spell.

Dodge directional attacks: If attacked with any missile, ray, beam, cone-line-shaped attack (including breath weapons), and if physical evasion is at all possible, the user may dodge the attack, avoiding 100% of the effect, by making a successful Saving Throw vs. Wands. A maximum of one missile or effect per round can be dodged. If dodging is physically impossible in the situation, a normal saving throw (if applicable) can still be made.

Elasticity: This effect is identical to the potion of the same name. The user may stretch his or her body, plus all equipment carried, to any form up to 30 feet long or 1 inch thick. While stretched, the user cannot attack or cast spells, but only takes 1/2 damage from blunt weapons (boulders, mace, etc.).

Find Secret Doors: The user will *automatically* find any secret doors present when searching an area.

Find Traps: See "Thief Ability"

Fire breath: The user may exhale a breath weapon of fire in a cone up to 30 feet long and 10 feet across, which inflicts a number of points of damage equal to one-half the current hit points of the user (rounded down). Each victim may make a Saving Throw vs. Dragon Breath to take 1/2 damage. The power point cost is applied per breath.

Gaseous Form: By concentrating, the user and all equipment carried can become gaseous. While gaseous, the user may move 360 feet per turn. The effect lasts for 3 turns, and cannot end sooner except by *dispel magic*. It can, however, be extended while the user and artifact are still in gaseous form (assuming that Power remains to do so).

Hear Noise: See "Thief Ability"

Hide in Shadows: See "Thief Ability"

Hit points bonus: This effect lasts for 1 turn or until damage is taken which negates its effects. The user immediately gains the given number of additional hit points per Hit Die. Damage to the user is subtracted from the magical hit points first.

Ice breath: The user may exhale a breath weapon of icy cold in a cone up to 30 feet long and 10 feet across, which inflicts a number of points of damage equal to one-half the current hit points of the user (rounded down). Each victim may make a Saving Throw vs. Dragon Breath to take 1/2 damage. The power point cost is used for each breath.

Immune to Aging: The user is immune to any attack form that causes aging or withering for the duration.

Immune to Breath Weapons: The user cannot be affected by any type of breath weapon for the duration.

Immune to Disease: The recipient cannot be diseased by any means for the duration.

Immune to Energy Drain: The recipient cannot lose levels or hit dice due to energy drain for the duration. Physical damage from such attacks is handled normally.

Immune to Paralysis: The recipient is immune to all forms of paralysis, including *hold person* spells for the duration.

Immune to Poison: The user (only) cannot take damage nor be slain by poison of any sort, whether natural or magical. The poison simply does not enter the user's system.

Inertia control: The user may command any object carried to "stop." The item commanded then stops, wherever it is, and cannot be moved by any means, even a *wish*. A second command releases the stopped object. If the object is in motion when stopped, it resumes its motion (with full previous inertia) when released.

Leap: The user may magically leap up to the maximum range given. If attacking an opponent at the conclusion of the leap, apply the given bonus to the Hit roll.

Lie Detection: The user may concentrate on one creature within 120 feet, and can sense whether that creature is intentionally lying. The creature need not be speaking to the user.

Life Trapping: An artifact with this power cannot have *container* or *shelter* powers. If the user touches another creature with the artifact while saying the proper command word, the victim must make a Saving Throw vs. Spells or be sucked into the artifact, complete with equipment. The artifact can store only one creature; if one is already within, it is ejected and replaced by the new victim. The victim will survive and will not age for as long as the entrapment lasts. The victim cannot be seen or heard, but *telepathy* or *ESP* can make communication possible.

Luck: This effect lasts for 1 turn (or until used), and is identical to that of the potion of the same name. The player of the character using the artifact may choose the result of any one of his or her die rolls, instead of rolling a random result. Other players' rolls cannot be affected, nor can rolls made by the DM, and a roll already made cannot be changed.

Mapmaking: The artifact controls the user's hands. The map drawn will cover all designated areas within 60 feet. All physical features (such as secret and trap doors) are noted on the map, but not magic, creatures, or treasure.

Memorize bonus Spell levels: If a spell caster, the user may activate this power and then gain the additional number of spell levels given for one use. Any number of spells

may be acquired, if their total levels is within the bonus limit, but the bonuses cannot be used to increase the level of other spells memorized, nor can a spell be learned if the caster does not know the spell.

Merging: This effect is identical to that of the potion of the same name. A maximum of 7 other creatures can, with the permission of the user, merge their forms with that of the user. They may emerge and re-merge as often as the user will permit.

Move Silently: See "Thief Ability"

Open Locks: See "Thief Ability"

Parry: The user may, in any melee round, block incoming attacks. All those in hand-to-hand combat with the user suffer a -4 penalty to their Hit rolls. This does not apply to device-hurled missiles (such as arrows), but it does apply to thrown missiles.

Pick Pockets: See "Thief Ability"

Plane Travel: The user and all equipment carried may move from one plane of existence to any adjacent plane. No other creature can be affected.

Poison gas breath: The user may exhale a breath weapon of poison gas in a cloud up to a 20 feet square. Each victim within the cloud must make a Saving Throw vs. Dragon Breath or die. The user is not affected by the cloud. The cloud remains in place for 3 full rounds unless moved or dispersed by magical wind. The power point cost is used for each breath.

Protection from all creatures: The user cannot be physically touched by any creature. Claw and bite attacks are completely blocked. Weapon, spell, or other attacks not involving physical contact are not affected.

Protection from Magical Detection: The user and all items carried cannot be detected by magical means, and will not glow if within range of a *detect magic*.

Protection from many creatures: The effect is identical to *protection from all creatures*, except that only creatures of 10 Hit Dice or less are blocked.

Protection from most creatures: This effect is identical to *protection from all creatures*, except that only creatures of 15 Hit Dice or less are blocked.

Protection from some creatures: This effect is identical to *protection from all creatures*, except that only creatures of 5 Hit Dice or less are blocked.

Regeneration: For 1 turn the user regains hit points lost to damage at the rate of 3 points per round. The regeneration will not occur if the user's hit points reach 0 or less.

Remove Traps: See "Thief Ability"

Repair Normal Objects: The user may permanently repair all scars and damage in one or more normal items, restoring them to new condition. Pieces broken off an item must be held to their original positions to be restored. Any number of items weighing a total of up to 1,000 cn can be repaired, but an item larger than 1,000 cn cannot be affected. The repair does not remain magical.

Repair Temporary Magical Object: The user may permanently repair all scars and damage (including complete breaks) in any one temporary magic item, such as a wand partially damaged by acid or fire. Pieces broken off an item must be held to their original positions to be restored. A permanent item (such as a magical sword or shield) cannot be affected.

Repair Permanent Magical Object: This power is identical to *repair temporary magic item* (above), except that any magic item made by a mortal can be repaired. The repair is permanent. This will not repair artifacts.

Rulership: This effect is identical to that of a *rod of ruling*. If the user carries the artifact throughout his or her dominion, it adds a bonus to all Confidence checks, based on the percentage of residents seeing it:

1-50%	+10	91-99%	+40
51-75%	+20	100%	+50
76-90%	+30		

The power cost applies for one dominion.

Saving Throws bonus: The user gains the given bonus to all saving throw rolls. Despite this bonus, a "natural" roll of 1 always indicates failure.

Security: This effect is similar to that of the *pouch of security*. The user may protect up to 5 items owned with a trap. If any trapped item is removed from the user's possession without permission, the item screams "I am being stolen!" repeatedly for 1 hour. Its cries can be heard to 120'. The user may silence the cries on command.

Set normal Trap: If the proper materials are available, the user may set one small, normal trap of a type removable by a thief. Three types of traps may be set: traps that cause one to six dice of damage; traps that entangle a victim; and combination traps that entangle and cause one to three dice of damage. If a percentage is given for this ability, that is the chance that the trap will function as intended. If it malfunctions, it cannot be triggered, and can be removed by any thief (no roll required).

Shelter: An artifact with this power cannot also have *container* or *life trapping* powers. The user may enter and depart from the artifact as often as desired. While within it, the user does not age, and needs no sustenance. The effect is similar to *life trapping*, but under the complete control of the user (who may sleep, meditate, etc. while within). The artifact can only contain one creature, the user, and no other power can force entry. The power point cost activates the shelter feature for 24 hours. If the duration ends while the artifact is occupied, the user is ejected; but the power may be extended at any time, even while occupied, with cumulative effect.

Size control: The user may shrink or enlarge to any size from 3 inches to 18 feet tall, along with all equipment carried, as often as desired. Treat the same as *Changing Monsters*, but modification because of size can range from -6 to -1 fro smaller, to +1 to +6 if larger.

Smash attack: If the user decides to Smash with a weapon, he or she automatically loses initiative, and accepts a -3 penalty to the Hit roll. If the attack hits, the user's Strength score is added to the damage, plus standard bonuses (if applicable).

Spell damage bonus: This effect adds a bonus per die of damage caused.

Thief Ability (Climb Walls, Find Traps, Hear Noise, Hide in Shadow, Move Silently, Open Locks, Pick Pockets, or Remove Traps): Each of these is identical to the standard thief ability. The user may activate the power and use it as if a thief for the given duration of the effect.

Climb Walls applies to any steep surface, such as a sheer cliff, corridor wall, etc. The chance is checked once for every 100' of climbing. The rate of climbing is 2 to 20 feet per round, varying because of the sheerness of the surface, available niches and cracks, etc.

Hear Noise: If the attempt succeeds, the user can pick out individual voices or sounds up to 120 feet away, or half that if there is an intervening barrier (door, curtain, etc.)

Hide in Shadow always seems successful, but only the DM knows for sure. The user may move while remaining in shadow, but cannot remain hidden while attacking.

Move Silently always seems successful, to the individual, but only the DM knows for sure.

Open Locks: This may only be tried once per lock, but no Thieves' Tools are needed. Special difficult locks may reduce the chance of success by -10%, -20%, -30%, -40%, or -50%.

Pick Pockets: Note that 5% is subtracted for each level or Hit Die of the victim.

Remove Traps: If failure is indicated, the trap is triggered.

Timekeeping: The artifact may be told to "mark," and will keep perfect time from that point for up to 24 hours. The user may thereafter ask for the time, and will become magically aware of the exact length of time that has passed since the mark. The artifact can keep track of up to 3 separate "marks" simultaneously. The Power cost applies for each mark.

Tracking: The user may follow tracks of any one creature if not greater than 24 hours old. Different percentage chances of success are given for outdoor and indoor settings. The chance of success should be checked every 1/2 mile of tracking outdoors, or every 240 feet of tracking indoors. This magical tracking is unaffected by weather, obstacles, or any deliberate obscurement of the traces.

Treasure Finding: The user may concentrate and sense the direction of the largest treasure (but not necessarily the most valuable) within 400 feet.

Tree Movement: The user may swing through the trees, as if an agile monkey, at full normal rate (modified by encumbrance).

Turn Undead: This is identical to the standard Cleric ability.

Turn Undead bonus: If the user can Turn undead monsters by any means, a bonus applies to both the initial die roll (if any) and to the number of Hit Dice Turned or Destroyed if the attempt succeeds. These bonuses do not change "T" or "D" results.

Victory: This effect is identical to that of a *rod of victory.* The user is lucky in war; apply the following details to the War Machine mass combat system. The artifact power may be expended only once, at any time during the battle, to produce effect.

1. +25 bonus to the Combat Results roll.
2. When using the Combat Results Table, if the difference in totals is 101 or more in favor of the user's opponents, use the result for "91-100," limiting the number of casualties.

Weapon damage bonus: for 1 turn. If the bonus is "double" or "triple," modify the result of the die roll before adding other bonuses.

Weapon strength bonus: The user adds the number given to the weapon strength (magical plusses) of any weapon used. Normal weapons are simply treated as if enchanted, with strength equal to the number given. This bonus is added to both Hit and damage rolls.

Web Movement: The user may move through webs as if a spider at full normal rate (modified by encumbrance). Webs will not stick to the user or any items carried.

X-Ray Vision: This effect may only be used once per hour at most. The user may see through any material except metal to a range of 30 feet. The user may examine up to 400 square feet in 1 turn.

TABLE 3: ADVERSE EFFECTS

Select Handicaps and Penalties from the following lists. Those selected, though definitely adverse to the user of the artifact, should nevertheless further the artifact's goals in some way, or be otherwise consistent with the artifact's Sphere.

No saving throws apply unless noted in the description. Remember that Handicaps are permanent effects, Penalties can be *dispelled.*

Whenever an effect specifies a change of the user's mental state (including new desires, mental aberrations, or even possession by another being), privately explain the situation to the player, and ask that he or she continue to play the character, incorporating the change. Or else make the character an NPC (temporarily or permanently, as needed), and play it yourself.

The following effects are often described as general principles, ideas for your further development. More specific details may be added by the DM. You might apply a penalty to Hit rolls only when the character uses a specific type of weapon. A spell loss or modification might apply only to one spell or a type of spell. The "loss of 5 spell levels" could be applied to any spells, to 1st level spells only, or to defense spells only.

The DM may cause a Handicap or Penalty to be triggered only by a future random or specified event. This "trigger" could be nearly anything—the use of a certain power of artifact, or at random only at a given place or time, and so forth. Change any and all of these effects as desired, and add new ones.

3A. SUITABLE FOR HANDICAPS ONLY

Doom (Major artifact only): When Doom strikes, the character is permanently removed from the game. Alternately, it may remove the character until a number of *wishes* are used to effect his or her return, or until other PCs journey to an Outer Plane.

Doom may take many forms, but none are escapable. The character's body might or might not vanish in the process, and the same applies to equipment. If the body remains, another life might occupy it, possibly at the same instant that Doom strikes the character. Such a life force might be peaceful, hostile, sneaky and vengeful, or indifferent.

Lameness: The wielder loses the full use of one limb and either attacks as half level with that limb or can move only at half speed.

Magic error (not for Sphere of Energy): A chance of error applies whenever the user casts a magical spell or uses any magical device requiring a command word. The chance of error may be from 10% to 80%, varying by the magnitude of the artifact. If magic error occurs, the memory of the spell or charge(s) from the device is lost. Either nothing or a spectacular misfire may occur.

Operating Costs: The user loses a percentage of all treasure owned, magically consumed by the artifact for power. The treasure (including magic items, dominion resources, etc.) cannot be recovered or protected. The percentage of assets destroyed may be as low as 1% or as high as 50%, and the costs may apply whenever used, to a specific power, or merely when the artifact is first used.

Recharging Costs: The artifact does not recharge itself automatically, but must be "fed" a source of power. The power source could be a specific type of treasure or magic item, any treasure, one or more creatures, etc.

Sentience: The artifact is an Immortal being, or contains one. The being revolts when a specified or random event occurs. It then either takes over control of the user for 4-24 days, slays the user, or takes the user away to serve for a period of time.

3B. SUITABLE FOR PENALTIES ONLY

Die: The user is immediately reduced to 0 hit points or less.

Forgetfulness: The user immediately forgets one or more spells previously memorized, as if they had been cast. The number of spells or spell levels affected varies by the magnitude of the artifact.

Gaseous Form: The user, but not his equipment, involuntarily assumes gaseous form, and cannot perform any action but movement until restored to normal form.

Life Trap: The user is immediately sucked into the artifact, along with all equipment carried, and some other being (often extremely dangerous and hostile) is simultaneously released. The user cannot be freed until someone else discovers how to activate the Life Trapping (or triggers it accidentally.).

Mania: The user becomes obsessed with doing something (such as eating ants or flying) or with going somewhere or seeing something and will pursue the activity maniacally.

The user will defend himself or perform any actions necessary to allow him to complete the activity. Once the activity has been completed, the user returns to normal.

Operational Error: An artifact power fails wholly or partially or misfunctions, during a power's use.

Paranoia (not for Sphere of Thought): The user suddenly considers all those within 60 feet to be enemies, and will take appropriate actions. If they might be destroyed immediately, the user will attack, not stopping until all these enemies surrender, die, or flee. If the user considers them too dangerous to attack immediately, he or she may retreat or flee, relentlessly hunting the enemies at a later date. Only *dispel* or *cureall* can restore the user's proper mental state, though *charm* can obviously alleviate the condition for a time.

Service: The user suddenly imagines that he or she must immediately perform a given task for himself or herself, for some other person (who is typically far away), or for an Immortal. The user might simply depart immediately, or might try to recruit allies for assistance. This effect can be ended if the task is completed, but not by denial from the person imagined to be involved. *Remove quest* and *remove geas* will fail.

Spell effect: The artifact produces a spell effect, directed at or near the user. This most common of penalties can produce a random effect or recurrent effects, but should be dangerous in either case. The creation of the spell effect does not use any of the artifact's power points, however, being a mere side effect of its (presumably) improper operation. The following categories and targets may be used:

Type A1, A3, A4, directed at user
Type C1, C2, C3 near user, adverse
Type D4, D5 around user, adverse

Not all C or D effects can be adversely applied; select only those which can be hazardous to the user. Monsters created may attack immediately, or may check reactions (perhaps with a penalty), and are not under the user's control (but may be under enemy control).

If a saving throw normally applies to the spell effect, it should be allowed here as well, unless the artifact description specifies otherwise.

Withdrawal: The user immediately sits down and stops doing anything, refusing to recognize or react to any outside stimuli, even if life-threatening for 2-20 days.

Wounded: Every time a specific power is used, the wielder loses 1-20 hit points, either temporarily or permanently.

3C. SUITABLE FOR BOTH HANDICAPS AND PENALTIES

Remember that choices within a given range should be made on the basis of the magnitude of the artifact, and also affected by whether a Handicap or Penalty.

Ability Score penalty: 1-6 of the user's ability scores drop by 1-6 points each.

Aging: The user, and possibly others nearby, age or become younger a random number of years, or a number corresponding in some way to the Power Point cost of the last power used.

Alignment change: The user's alignment (and behavior) change, in a manner that will benefit the artifact's purpose or Sphere. Two alignments are usually specified, the first if user's alignment is different, and the second to be used otherwise.

Anti-Magic 100%, 10' radius: This will not deactivate the artifact, but will negate any and all of its powers that are called forth. The Anti-Magic cannot be modified or stopped, even to receive cures or other beneficial magic effects, except by a *wish* or some interesting designated means (which could be anything from a bath in 35 degree water to incineration).

Armor Class penalty: A penalty of +1 to +10 applies to the user's AC, cumulative with other modifications.

Attitude or Behavior change: The user (and possibly one other nearby) becomes aggressive, cowardly, evangelistic, excessively honest or dishonest, intolerant, lazy, noisy, nosy, overly tidy, peaceful, prankish, quarrelsome, rude, sloppy, standoffish, stingy, suspicious, talkative, or wasteful.

Body part change: One or more parts of the user's body changes in some way, either slowly or quickly. The body part selected should be related to the artifact's powers or goals in some way, and might occur from the use of a specific power. For example, an artifact with a *hear noise* power might cause the user's ears to grow larger.

Damage: The user, and possibly others, take a random or specified amount of damage, either generally or because of a specific attack form.

Damage penalty: The user inflicts -2 to -12 points less whenever he or she strikes another. Any successful hit should inflict at least 1 point of damage.

Extra damage from blows: The user takes extra damage whenever he or she is physically struck. Alternately, only a specific type of attack might cause the extra damage.

Extra damage from magic: The user takes extra damage whenever he or she is damaged by a magical spell. Alternately, only a specific type of spell (fire, cold, electric, etc.) might inflict the extra damage.

Energy drain: The user loses 1-8 levels of experience, or a percentage of the current levels (10% to 60%).

Ethereality under Stress: The user may become ethereal whenever he or she faces danger. If without means of plane traveling, the user is trapped there until rescued. Ethereal creatures might be attracted to the new arrival. The artifact normally does not accompany the user into the ether.

Fumbling: A given chance of error (10% to 50%) applies whenever the user attacks, by either weapon or spell. If the error occurs, the DM handles the attack normally but when the results of the attack are announced by the player, the DM reveals the fact that the attacker has struck himself. Normal saving throws still apply, if needed. Anyone who *charms* himself thereby becomes very snobbish until the *charm* wears off or is *dispelled*.

Gas: A cloud of gas issues forth from the artifact, filling a volume corresponding to the magnitude of the artifact (a 10' cube, 20' cube, etc.). Each victim within the cloud must make a Saving Throw vs. Poison, possibly with a penalty (-1 to -12, by magnitude), or suffer the effects of the gas. The gas may be poisonous, damaging, paralyzing, energy draining, transforming, etc.

Greed: Some NPC witnessing the artifact's operation is suddenly overcome with desire to possess it, and attacks the user either immediately or after making preparations to do so.

Hit points penalty: The user's hit points drop by -1 to -3 per Hit Die.

Hit rolls penalty: The user suffers a penalty to all Hit rolls, of -1 to -10.

Magic destruction: Except for the artifact, all magic items touched by the user become permanently non-magical. Treat as a *touch dispel* to avoid the effect.

Memory penalty: The user loses the ability to memorize certain spells, a given total of spell levels, or all spells of a given level. Spells already memorized are not affected.

Obsession: The user's mind becomes fixed upon a given fear (of magic, a monster, character, racial type, etc.) or goal (reaching an objective, exterminating a monster or alignment type, etc.).

Range Penalty: The user's spells or weapon attacks have a less effective range, a given number of feet or yards less than normal.

Repel others: The user slowly or quickly loses the friendship of all others, either because of some undetectable repulsion or because of a physical change.

Rot: One or more parts of the user's body slowly or quickly becomes diseased, and rots and falls off unless cured.

Saving Throws penalty: The user suffers a penalty of -1 to -12 to one saving throw, or -1 to -6 to all saving throws.

Polymorph: The user changes into a type of monster, either slowly or quickly. General characteristics of the monster are acquired before physical changes begin. For example, before turning into a frog, a user might develop an enjoyment of swimming, flies, guttural noises, etc.

Size change: This effect is similar to the power of *size control* (D2), but not under the user's control. The user may, at any time or when a power is used, quickly or slowly grow or shrink to a minumum size of 3 inches or maximum size of 18 feet.

Weak magic: The user inflicts less damage (-1 to -3 per die rolled) whenever he or she casts a spell that damages another. Any such spell should inflict a minimum of 1 point per die rolled. Other attack spells might be weak enough to give the victims bonuses to their saving throws.

The "Known" Artifacts

The following section gives full details for several known artifacts. Each has been constructed using the following system; each is also based on material from myths, legends, and works of literature. You are free to modify any and all of the powers given, and this is recommended if your players have read this booklet of rules. Some space is left below each description for your notes on actual powers.

The introduction of any artifact into a campaign should be preceded by rumors or myths of its existence. General information about each artifact is given in a separate introductory paragraph which may be read to the players. You may elaborate on the information given, or may discredit it entirely, developing your own backgrounds.

For more information on the myths and legends to which the items refer, see the following general books. They may inspire your development of more artifacts. Browse at your local library!

Funk & Wagnall's *Standard Dictionary of Folklore, Mythology, and Legend*, edited by Maria Leach and Jerome Fried

Gods and Heroes by Gustav Schwab

The Golden Bough by Sir James G. Frazer

The *Meridian Handbook of Classical Mythology* by Edward Tripp

Mythology by Edith Hamilton

The *New Larousse Encyclopedia of Mythology*, translated by Robert Aldington *et alia*

ARMET BY WAYLAND

This is a tight-fitting helmet with bevor (chinpiece) and movable visor, crafted by the legendary Immortal armorer Wayland Smith. Some claim that it makes the wearer invulnerable to all attacks.

Magnitude: Lesser artifact.
Power Limits: 3/A, 3/B, 2/C, 3/D
Sphere: Matter (Fighters, earth)
Suggested Powers (PP 225):

B3	Fly	25 PP
D1	Invisibility	20 PP
D1	Immunity	100 PP
D2	-8 AC bonus	80 PP

Activation: The *Armet* is not active when acquired. It is activated if the user wears it while slaying any large or huge dragon. The user may be aided in the battle, but must either inflict at least 1/2 the damage needed to kill the monster or personally deliver the blow that slays.

Use of Powers: The user may acquire the knowledge of powers from a previous user or by experimenting. Powers are activated by moving visor, bevor, and other pieces, while saying "Wayland aid me."

Suggested Handicaps (2):

1. When first used: Take double damage from all fire attacks (fire having elemental dominance over earth) as long as artifact is owned.
2. Third time *Immunity* power is used: Alignment change to Lawful, or Neutral.

Suggested Penalties (3, standard chances of appearance, equal chances for each):

A. Cast a Type A1 spell (50 PP or less) at wearer.
B. Gain a -4 penalty to Intelligence.
C. All missiles used fall to half normal range.

Source: England, 12th century and earlier.

Further Research: See *Weland's Sword* in *Puck of Pook's Hill*, by Rudyard Kipling (1906); *Kenilworth* by Sir Walter Scott (1821), scattered references to Wayland Smith's Cave (in England, near Lambourn, Berkshire); also refer to Volund or Volunder (king of the elves and supernatural blacksmith) in *Frithiof's Saga* (Scandinavian, 13th century).

Your Notes:

CLAW OF MIGHTY SIMURGH

Long ago, a great roc-like bird appeared to a wandering cleric. The bird said it was Immortal, and had already seen three cycles of life on earth—each ending in destruction by water, ice, and fire. It gave one of its smallest claws (a mere 2 feet long) to the cleric. Explaining its powers, the Mighty Simurgh asked that it be used for the betterment of mankind. The cleric did what she could, but lives no more, and the *claw* has apparently fallen into the clutches of Chaos.

Description: Curved talon 25 inches long, made of an ivory-like substance.
Magnitude: Minor artifact.
Power Limits: 2/A, 2/B, 2/C, 2/D
Sphere: Time (Clerics, water)
Suggested Powers (PP 100):

A3	Calm others	30
A5	Turn bonus, +2/+1d6 HD	20
B2	Predict weather	10
D3	Immune to poison	40

Activation: The artifact is active when acquired.

Use of Powers: Once the claw is claimed, full knowledge is granted telepathically during the user's first sleep.

Suggested Handicap (1), activated when first power is used: The user loathes violence, urges peace to all living things, and refuses to attack anyone unless attacked. This effect does not cover undead.

Suggested Penalty (1) may appear—25% chance—whenever rainfall, flooding, tornado, falling snow, etc. is witnessed: Service. The user imagines that the Simurgh has demanded an interview. The user must gather a party to go to the far northern mountains, leaving within 3 days. The effect will wear off when the mountains are reached.

Source: Ancient Middle Eastern legend

Further Research: This is a recurrent but very general theme—a great being that has lived forever and possesses the knowledge of the ages. Look for similar recurrent themes among the myths of different cultures; related items can prove suitable for artifact design, and usable in nearly any setting.

Your Notes:

COMB OF THE KORRIGANS

A group of nine powerful elves took a rare woodland creature (the Korrigan) as their symbol. Successful as a mortal group, they resumed their close friendship after all reached Immortality. Together they created this item to aid mortal elves to reach Immortality, but only if they strive toward representing the best of elvenkind. The Korrigans became nearly legendary in mortal life, commonly using shapechanging and haste in their travels and combats, and this device presumably bestows similar powers.

Description: Hair comb, 5 inches long, made of pink bone-like substance, fine teeth.

Magnitude: Lesser artifact.

Power Limits: 3/A, 3/B, 2/C, 3/D

Sphere: Energy (Magic-users, fire)

Suggested Powers (PP 215):

A1	Poison breath	50
B3	Haste	30
C1	Produce fire	15
D1	Cure disease	20
D1	Cure wounds, critical	35
D2	Polymorph self	65

Activation: The *comb* is not active when acquired. If it is left within a burning fire for 1 full turn, it is activated, but will not reveal powers. Thereafter, whenever the user befriends an elf (loaning money, curing, aiding in battle, etc.), one power is revealed telepathically (maximum of 1 per day), in order of power.

Use of Powers: A power is invoked when a given combination of the *comb's* teeth are plucked, producing a nearly inaudible musical tone.

Suggested Handicaps (2):

1. When first power is used: User starts turning into an elf (1st level); the process takes 3 months to complete. User becomes aware of minor changes (animosity toward dwarves, among other things) in 2 weeks. Change stops completely as soon as artifact is no longer owned, but the change back to normal takes 3 months.
2. Energy drain: User loses 3 levels of experience when *Poison Breath* is first used.

Suggested Penalties (3; #1 appears 4 in 6, others each 1 in 6):

1. *Slow* spell effect centered on user.
2. *Polymorph other* spell effect upon user, to turn into an eagle.
3. *Memory penalty*: User cannot memorize any spells of the highest spell level he or she can normally study. Effect is cumulative if not removed.

Source: Breton folklore

Further Research: Various works on folklore of the British isles (Irish, Scottish, and Gaelic), such as *Celtic Myth and Legend*, by Charles Squire. See fays (or fees or faeries); druids of ancient Gaul; the Lamignak elves; Fountain Women of French folklore; also see *A Field Guide to the Little People* (Arrowsmith and Moorse, 1977).

Your Notes:

DIAMOND ORB OF TYCHE

This item appears to be a crystal ball, but is somewhat larger (about 18 inches across) and glows softly with a white light filled with sparkling colors. It was crafted by the powerful Immortal, Tyche, said to control chance and the fortunes of mankind. It is a powerful artifact of Chaos, but is not necessarily evil, and is said to bring good fortune to the user, for a time.

Magnitude: Greater artifact.

Power Limits: 4/A, 3/B, 3/C, 4/D

Sphere: Thought (Thieves, air)

Suggested Powers (PP 405):

A4	Pick pockets 100%	80
B1	X-ray vision	80
B3	Gaseous form	30
B4	Container, 40,000 cn	80
C2	Remove traps 75%	60
D4	Confuse alignment	15
D4	Hide in shadow 70%	60

Activation: The artifact is active when found. The user gets a feeling of inspiration when gazing into the *orb*. The artifact grants the knowledge of one power when one consecutive hours are spent gazing (1 power per day maximum), given in order of PP cost.

Use of Powers: By gazing into the *orb* and concentrating on a power, the user acquires that power after 1-3 rounds.

Suggested Handicaps (3):

1. When first used: Magic error. The user has a 10% chance of failure whenever attempting to cast a spell or use any magic item requiring a command word.
2. When *pick pockets* is first used: Alignment change to Chaotic, or to Neutral.
3. If, as a *container*, the artifact is ever completely filled: Recharging begins to cost. The *orb* stops recharging by itself, and must be given treasure equal to 100 gp value per 1 PP recharged.

Suggested Penalties: Standard chances, totally random adverse effects of 50 PP cost or less affecting the caster, from Tables A3, C3, D4, and D5.

Source: Greek mythology.

Further Research: See general works on mythology, with reference to the Greek myths and gods, especially the goddess of Chance or Good Fortune.

Your Notes:

FIERY BRAND OF MASAUWU

The legendary Guardian of Death, Masauwu (possibly another name for Orcus) is greatly feared. It is rumored that he walks across the entire earth every night, appearing as a dark-skinned giant clad in animal skins and carrying a flaming torch. This device is sometimes left for others to use, especially if they will further his causes. It has horrible and awesome powers, but if the user impresses Masauwu by employing it often and with diligence, he may grant even greater ones.

Description: This is a club-like torch, 4 feet long. It is not normally burning when found. If lit, it can only be extinguished by water.

Magnitude: Greater artifact.

Power Limits: 4/A, 3/B, 3/C, 4/D

Sphere: Entropy (Death).

Suggested Powers (PP 450):

A1	Meteor swarm	100
A1	Obliterate	90
A4	Turn as CL 36	95
A5	Spell damage bonus, 1,2,3 = 4	80
B2	Detect invisible	35
B3	Teleport	50

Activation: The artifact is active when found. Each time the user slays another creature by using the item, knowledge of 1 power is granted (maximum 2 per day). The artifact may be wielded as a club. Powers are revealed in order of PP cost.

Use of Powers: The artifact must be lit for any powers to function, issuing forth from the flames, on command.

Suggested Handicaps (3):

1. When the first power is used: Constitution score drops 5 points (minimum score of 3).
2. When *turn undead* is first used: Energy Drain; user loses 3 levels.
3. When *spell damage bonus* is first used to augment *meteor swarm*: Doom is sent. User and artifact will utterly vanish, but leave all equipment carried, either when user is next struck by any undead creature, or when spell damage bonus is applied to the *meteor swarm* a third time.

Suggested Penalties (5, standard chances of appearance, equal chances for each):

1. *Cause critical wounds*, cast at user; saving throw applies.
2. Attract undead: If adventuring underground or outdoors after dark, 2-8 undead arrive in 1-6 rounds. All are of one type; roll 1d12 to find Hit Dice type.
3. Operating Cost: User loses 20% of all treasure owned, not counting magic.
4. Die: User drops dead instantly, no saving throw. (Can be normally *raised*.)
5. Poison gas: Artifact releases 20,000 cubic feet of purple gas. Each victim within it must make a Saving Throw vs. Poison, with a -2 penalty, or die. User is not affected by the gas!

Source: Hopi (American Indian) legends

Further Research: From the North American Indians; See various pamphlets from Universities and Museums of the United States, especially (for Hopi Indian legends). *Truth of a Hopi* by Edmund Nequatewa (Museum of Northern Arizona, Flagstaff). Note also that the lord of the Overworld and Guardian of the dead, appears in legends of many other tribes.

Your Notes:

GIRDLE OF ARMIDA

Armida was once a famous sorceress in a far land. To help her achieve the greatest heights in her craft, her immortal uncle, Idraote, gave her this Girdle. However, she used it to tempt and confuse paladins, generally bringing confusion and discord to others. Having fallen to petty abuse of her powers, Armida did not reach her Immortal goal; but the Girdle remains, to tempt (and possibly aid) other magic-users to become Paragons. It is supposedly watched over by Idraote to this day.

Description: This is a simple human-sized leather belt (though it will shrink or enlarge to fit any user). It is ornately tooled with arcane symbols which describe its powers and command words; however, this ancient language of magic can only be deciphered by a *read magic* spell from a 30th or higher level caster.

Magnitude: Minor artifact.

Power Limits: 2/A, 1/B, 2/C, 3/D

Sphere: Energy (Magic-users, fire)

Suggested Powers (PP 100):

A2	Charm monster	30
A2	Confusion	25
C2	Change odors	15
D2	Memorize + 3 spell levels	30

Activation: The *girdle* is active when found.

Use of Powers: Powers are activated by command words given on the *girdle*.

Suggested Handicap (1, when first used): *Extra damage*. Whenever the user is struck by any natural weapon (claw, bite, etc.), he or she takes 1-10 points of extra damage. This becomes 1 less point of damage for each 10 days that pass after the artifact is no longer owned, vanishing in 100 days.

Suggested Penalties (2):

1. Whenever either attack (*charm* or *confusion*) is cast at a Lawful or Neutral creature, *hold person* is cast at the user; saving throw applies.
2. At standard chances: *size change*, the use gains or loses (equal chances) 50% of current height.

Source: Italian literary romance works dealing with the First Crusade (1096-1099).

Further Research: See a translation of the romantic epic *Gerusalemme Liberata* (Jerusalem Delivered) by Torquato Tasso (1581).

Your Notes:

HUMBABA'S GLARING EYE

The huge one-eyed monster Humbaba was fought long ago by a great hero, named Gilgamesh. Its eye was taken after its defeat, and was made into an artifact by Ninsun, a powerful Immortal. It eventually caused Gilgamesh to seek immortality above all else, but he failed, and was eventually destroyed. The Eye remains, a famed symbol of death and destruction. The Eye is said to provide the powers of the original monster, including breath and gaze weapons.

Description: This appears to be a mummified monstrous eyeball, 4 inches in diameter. It is reddish white in color, with a black iris and many bulging red arteries and blue veins.

Magnitude: Lesser artifact.
Power Limits: 3/A, 2/B, 2/C, 3/D
Sphere: Energy (Magic-users, fire)
Suggested Powers (PP 190):

A1	Cause disease	25
A1	Fire breath	60
A3	Flesh to stone	50
C3	Summon weather	55

Activation: The *eye* is active when found, but it is difficult to gain knowledge of the powers. The user must employ *ESP* or *clairvoyance*, and look through the *eye* into a reflecting surface (mirror, water, etc.). In the reflection of the center of the eye, the user may read the name of one effect and its command word, if the language can be understood (thus requiring a *read language* at the same time). The information changes each midnight, to that of a randomly determined power; thus, many readings may be required before all the powers are revealed.

Use of Powers: The *eye* does not grant powers to its user, but produces the effects itself; it may be accurately aimed with very little practice.

Suggested Handicap (1): The user becomes obsessed with seeking Immortality. Every 10 days, a Saving Throw vs. Spells is made, the first with a -1 penalty, the second with -2, the third with -3, etc. A failed saving throw forces the user to choose and begin to actively pursue one of the routes to Immortality forsaking all other activities.

Suggested Penalties (2, standard chances):

1. Body part change: The user's head enlarges to 4 times normal size —large enough to accomodate *Humbaba's Glaring Eye*, if the user lacks one. This effect is not cumulative.
2. Age: The user becomes 10-40 years older. No saving throw applies, but the effect may be *dispelled*.

Source: Babylonian myths

Further Research: The *Epic of Gilgamesh* (circa 2000 B.C), and general references on mythology (especially Sumerian and Babylonian).

Your Notes:

HYMIR'S STEAMING CALDRON

The vain Immortal giant Hymir created this device to produce vast amounts of superb ale for his own enjoyment, and for his friends Thor and other Immortals. Its powers can, however, be used in other ways.

Description: This is a black iron kettle with a handle, of a type normally found in kitchens. It is about 18 inches across and 1 foot tall.

Magnitude: Minor artifact.
Power Limits: 2/A, 1/B, 2/C, 3/D
Sphere: Time (Clerics, water)
Suggested Powers (PP 95):

A1	Create poison*	40
B4	Container, 10,000 cn	20
C1	Create water	20
C2	Change tastes	20

*Note: The only poison this will create is alcohol.

Activation: The *kettle* is inactive when found. The user may activate it by filling it with water and heating it over a fire. The user may read the powers and command words in the rising bubbles by using a *read magic* spell. However, it is impossible to exactly duplicate Hymir's formula for the taste of his ale, unless a sample of his ale has been tasted.

Use of Powers: Each power is triggered by command words. The user may give the commands from up to 10 feet away. However, each power applies only to the contents of the *kettle*.

Suggested Handicap (1): Fumbling; whenever the user attacks another with either a weapon or spell, he or she has 1 chance in 6 of fumbling the attack.

Suggested Penalty (1): Memory penalty, with different effects as detailed below.

Spell caster: After memorizing spells, the user immediately forgets 1 spell of each odd-numbered spell level (up to 1 each of 1st, 3rd, 5th, 7th, and 9th level spells).

Non-spellcaster: The user immediately forgets how to use 1 weapon.

Source: Scandinavian mythology

Further Research: See general reference works on mythology, especially referring to the giants of the Norse myths (which are different from D&D game giants); Hymir is a minor character, usually appearing only in references to Thor and the Midgard Serpent.

Your Notes:

IVORY PLUME OF MAAT

This small but exquisitely crafted feather-shaped brooch was created by a great Paladin, the beautiful fighter Maat. She was a many-talented mortal, and strove always to promote good over evil. Her device is said to enable the user to follow in her noble footsteps, doing good deeds and furthering the cause of Law and Justice.

Description: The *plume* is 3 inches long, made of very fine ivory.

Magnitude: Greater artifact.
Power Limits: 4/A, 3/B, 3/C, 4/D
Sphere: Matter (Fighters, earth)
Suggested Powers (PP 490):

A1	Dispel evil	40
A2	Geas	50
A4	Continual light	35
A4	Turn as CL 24	70
B1	Lie detection	50
B2	Know alignment	20
B2	Choose Option	45
C2	Purify food + water	10
C2	Repair normal objects	10
D1	Remove fear	10
D2	+ 4 Saving Throw bonus	50
D3	Immune to Disease	20
D3	Immune to Energy Drain	80

Activation: The *plume* is active when acquired. Knowledge of the powers is immediately telepathically granted to any user who is a Paladin or Lawful Knight. Any other would-be user must gain the knowledge through a *contact other plane* or *commune* spell, by asking Maat directly.

Use of Powers: Each power can be activated by mental command alone.

Suggested Handicaps (3):

1. When first used: Alignment changes to Lawful; if already Lawful, become more rigidly so, and work more actively to defeat Chaos.
2. Magic error: An 80% chance of error applies whenever the user casts a spell (or uses a magical device requiring a command word) to harm any Lawful or Neutral creature that has no evil intentions.
3. Recharging: The artifact will not recharge itself. Whenever the user slays a chaotic creature (or any creature with evil intentions) while openly wearing the *plume*, 1 PP is recharged for each 100 XPV of the creature slain (rounded up). When the artifact is fully charged, excess recharge power is ignored.

Suggested Penalties (5):

1. Whenever the item is touched: If the creature touching the *plume* is Chaotic or has evil intentions, *obliterate* is cast at the creature (no saving throw) and uses 90 PP.
2. When first used: *Wall of stone* forms as a closed cylinder around the user. However, if the user closes his or her eyes, thinks of justice (or Maat), and steps forward, the *wall* vanishes when touched. The *wall* is completely invulerable to outside attacks, including a *wish*. If the wall is destroyed or damaged by the user, he or she thereafter takes double damage from all physical attacks (no saving throw, and unremovable, as a Handicap).
3. If the user ever slays a Lawful creature, the user is immediately reduced to -10 hp, and dies (no saving throw).

The following at standard chances of either occurrence:

4. *Harden*: A volume of up to 30,000 cubic feet of mud, mire, swamp, or other muck suddenly dries completely, if within 120 feet of the user.
5. Opponents: 1-4 Chaotic enemies condense magically from the air, within 30 feet of the user. All the creatures are of one type; the type has a number of Hit Dice equal to 31-50% (1d20 + 10%) of the user's levels. The creatures are native to the user's plane of existence (consider undead as native to any plane). Each opponent has maximum possible hit points. Neither side has surprise.

Source: Egyptian mythology

Further Research: *The Book of the Dead*, translated by E. A. Wallis Budge, and other references on Egyptian mythology. Maat, goddess of absolute order, was wife of Thoth (god of knowledge) and daughter of Ra (the highest ruler, sun god of the mythos), and assisted in the work of creation.

Your Notes:

ORTNIT'S LANCE OF DOOM

It is not known how the hero Ortnit (or Hartnit) acquired this powerful weapon. The device's origin is also a mystery. Ortnit defeated many giants with it, so it may have great powers against this ilk; but he was later slain ignominously by a small white dragon, which is odd considering his legendary power. The weapon remains, but is often shunned, rumored to bring death to any user.

Description: This is an ornately scribed lance, entirely sheathed in light metal, which can only be used when riding a mount (base damage 2d6).

Magnitude: Minor artifact.
Power Limits: 2/A, 1/B, 2/C, 3/D
Sphere: Entropy (Death)
Suggested Powers (PP 95):

Lance + 5, + 10 vs. Giants		
Wpn Talent:	Translating	10
A3	Hold monster	35
A2	Dodge any missile	50

Activation: The *hold monster* power is activated whenever the lance first strikes a creature. At that time, the user discovers that he or she feels capable of dodging missiles (the other power), and can discover the use (but not the cost) of that power through practice.

Use of Powers: Knowledge of the existence of the *hold* power can be deduced by observing results, but is never explained. The *translating* talent appears automatically as well; the user simply understands, somehow, all languages heard as long as the lance is held. The *dodge* power is activated as soon as the user tries to dodge a missile.

Suggested Handicap (1): The user loses 1/3 of all treasure carried each time he or she uses the *lance* to slay a creature.

Suggested Penalty (1): This takes effect when any creature is struck with the lance, but may not become apparent until much later. The user takes double normal damage from all blows or breaths of any dragon for one full day. The user may make the usual Saving Throw vs. a dragon's breath, taking only full normal damage if the attempt succeeds.

Source: Germanic legends

Further Research: Refer to the medieval German epic poems composed in the 13th century and collected in *Das Heldenbuch* (The Book of Heroes). In this and other works, see references to Ortnit and his brother Wolfdietrich. Legends of another Germanic hero, Dietrich of Bern, were based on Theodoric the Great (King of the Ostrogoths, 454-526 A.D.). The famous epic poem *The Nibelungenlied* is another source, based loosely on the Scandinavian *Volsunga Saga* with added material unique to Germanic legend.

Your Notes:

PILEUS

The *Pileus* (pill-A-us) was made deliberately similar to the red Liberty Cap, a long-time symbol of freedom. An Immortal Paragon mage named Saturnius created it to bring freedom to enslaved mortals. It is rumored that the wearer of this device will remain free forever, and can free all those who suffer imprisonment of any sort.

Description: This item is a simple red felt cap, which will enlarge or shrink to fit any user. It must be worn for its powers to be used.

Magnitude: Minor artifact.
Power Limits: 2/A, 1/B, 2/C, 3/D
Sphere: Energy (Magic-users, fire)
Suggested Powers (PP 100):

B3	Dimension door	25
C3	Knock	20
D1	Free person	25
D3	Immune to paralysis	30

Activation: This cap is inactive when acquired, and will remain inactive until the would-be user wears it while freeing from imprisonment another of his or her race. The night after this act, the user receives knowledge of the cap's powers and command words, through dreams.

Use of Powers: The *pileus* produces its effects, either upon the user or at some object within range, whenever the user mentally commands it to do so.

Suggested Handicap (1): Repel others. The user slowly develops a repulsive invisible aura; the reaction rolls of all those coming within 30 feet are penalized -3 when the artifact is first used. However, treat any "Attack" result on the Reaction Table as "Flee in disgust" instead. Other characters may make saving throws to tolerate the repulsion, but the given penalty applies to those rolls as well. A new saving throw must be made for each hour spent in the user's presence.

Suggested Penalty (1, standard chances): Rot. One body part becomes diseased and falls off in 1 hour. This affects toes first (one by one), then fingers, ears, nose, and then limbs. A *cure disease* applied before the part falls off will negate the effect, at least for that occurrence.

Source: Roman and French history

Further Research: The Liberty Cap is a common symbol of freedom in history. The red pileus, a Phrygian cap of red felt, was placed upon a slave's head during the ceremony of manumission. It was used regularly in the Roman Empire, and appeared in the French Revolution (1789-1799) as the Bonnet Rouge.

Your Notes:

RAINBOW SCARF OF SINBAD

The success of the famous adventurer Sinbad the Sailor (whose whereabouts and even existence are now dubious) is said to have been caused by this simple item of apparel. Especially made to aid the Epic Hero on his way to Immortality, this device must be worn at all times. It may bring luck and intelligence, but will bring hazardous adventure as well if even a tenth of the legends of Sinbad are true.

Description: This is a silk scarf, 2 feet square, decorated in swirls of rainbow colors.

Magnitude: Minor artifact.

Power Limits: 2/A, 1/B, 2/C, 3/D

Sphere: Thought (Thieves, air)

Suggested Powers (PP 90):

A2	Cause Fear	10
A5	Bless	10
B4	Container, 10,000 cn	10
C3	Open Locks 75%	10
D2	+ 2 Saving Throw bonus	25
D2	Intelligence to 18	20

Activation: The artifact is not active when acquired. If it is worn while the user travels by sea, the powers of the scarf may be read in passing sea mists, by using both *read magic* and *detect invisible* spells, at the maximum rate of 1 power per hour.

Use of Powers: Any power revealed can be produced by thought alone, without uttering any command words. However, the *Intelligence 18* power is produced automatically whenever the *open locks* is called forth unless the user specifies otherwise.

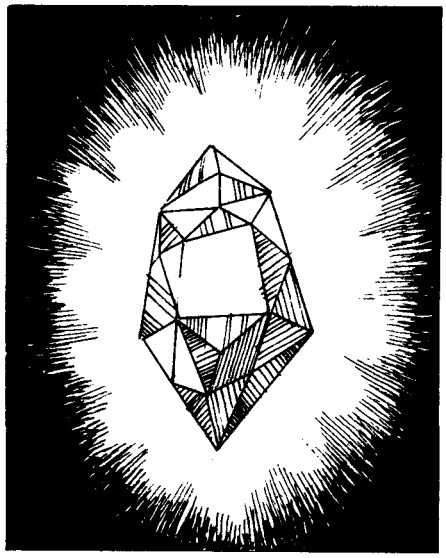
Suggested Handicap (1): When the item is first used, the user's Wisdom drops by 4 points.

Suggested Penalty (1, standard chances): 1-4 hostile monsters of some type magically appear within 30 feet of the user. Select or randomly determine any monster from 1 to 12 Hit Dice.

Source: Arabian folklore

Further Research: See *The Arabian Nights' Entertainments* (or *1001 Nights*, from circa 1450) and related references, including Sinbad the Sailor, Aladdin, Scheherazade, the Roc, etc.

Your Notes:



SHARD OF SAKKRAD

According to very old legends, the original home of mankind was in the middle of a vast mountain, so huge that the sun was said to rise from one of its peaks and set on the opposite. The entire base of this mountain is the fabled emerald Sakkrad; its reflection gives the azure hue to the sky. One small piece of that emerald—this very Shard—was stolen by a djinni, who subsequently vanished from existence; the Shard has never reappeared. It is said to hold unimaginable power; some say that mortal man was not meant to have it, and cannot possibly control it. Others dismiss it as pure legend. Yet despite the tales, many adventurers of great fame and power have gone in search of it; none are known to have returned.

Description: This is a 3-foot-long imperfect hexagonal crystal of azure hue, with sharp edges and pointed ends.

Magnitude: Major artifact.

Power Limits: 4/A, 4/B, 4/C, 5/D

Sphere: Matter (Fighters, earth)

Suggested Powers (PP 750):

A1	Disintegrate	80
A2	Mass charm	75
A4	Polymorph any object	75
B2	Detect magic	15
B3	Plane travel	65
B3	Telekinesis	40
C1	Create any monster	100
D1	Automatic healing	100
D2	Shapechange	100
D3	Luck	100

Activation: The Shard is active when found. Anyone who touches it immediately and magically knows all the names, details, and command words of all of its powers. However, all this knowledge vanishes immediately when physical contact ends.

Use of Powers: A power is granted to the user when the proper command word is spoken. It remains until used or until the user stops touching the item.

Suggested Handicaps (4; #1 appears when the item is first used; others appear in sequence whenever the user draws on a 100 point power):

1. Magic error: A 25% chance of error occurs whenever the user casts a spell or utters any command words, except those used on the *shard*.
2. Operating Costs: The user loses 10% of all treasure owned, and loses 10% each time a 100 point power is employed thereafter.
3. Greed: Anyone seeing the user produce any visible effect of the *shard's* powers must make a Saving Throw vs. Spells, with a -4 penalty to the roll, or immediately attack the user with intention to possess the *shard*.
4. Doom: The next time the user employs a 100 point power, there is a 5% chance that an Immortal will arrive. This chance increases by 2% each time a 100 point power is used again. If the Immortal arrives, all within sight range have the choice of watching or looking away. Each of those watching must make a Saving Throw vs. Death Ray, with a -10 penalty to the roll, or die. Each of those looking away may make a Saving Throw vs. Spells; if successful, no further effect occurs, but if failed, each must make the previously mentioned Saving Throw vs. Death Ray. The Immortal departs within 1 round, taking the user and all of his or her nonliving valuables (wherever they may be). The *shard* is not taken, but is *teleported* to a random location within 10,000 miles.

Suggested Penalties (8; 20% chance of appearance when any power is used; equal chances for each):

1. *delayed blast fire ball* within 10' of user, set to detonate in 1-4 rounds; normal saving throw applies to all victims.
2. User takes 40 points of damage.
3. Healing error: When the *automatic healing* power is next triggered, it drains the usual 100 PP but cures only 10 points of damage, or fails utterly to cure any other effect (poison, disease, etc.
4. The user is struck with Paranoia.
5. Memory lapse: The user suddenly and completely forgets how to cast spells (if a spell user) or how to use weapons for 2-20 days; no saving throw.
6. The user is struck by Withdrawal; Saving Throw vs. Spells applies, but with a -5 penalty.
7. Anti-Magic 100%, 10' radius emanating from the artifact. The Anti-Magic will remain until *wished* away, or until the user washes it in the water at either the north pole or the south pole.
8. Saving Throw penalty: A -8 penalty applies to the user's Saving Throws vs. fire-type attacks.

Source: North African creation myth

Further Research: This item is loosely based on a creation myth common in Africa and Asia Minor.

Your Notes:

TOME OF SSU-MA

The Immortal Hero Ssu-Ma is said to be the father of written knowledge, bringing mankind from barbaric chaos to civilization. His *Great Tome* is said to gather knowledge of all sorts from the very air itself, and is thus able to provide information on anything in existence.

Description: This large, bulky book is 5 feet square and nearly a foot thick. Its covers are each half an inch thick, fastened securely by a built-in lock. The covers are not marked in any way.

Magnitude: Lesser artifact.
Limits: 3/A, 2/B, 2/C, 4/D
Sphere: Thought (Thieves, air)
Suggested Powers (PP 250):

A2	Feeblemind	40
B2	Lore	70
B2	Mapmaking	55
C2	Repair Normal Objects	10
C3	Open Locks	25
D2	Memorize + 5 spell levels	50

Activation: The lock on the book cannot be opened magically, and *open locks* attempts suffer a + 50% penalty to the roll. Anyone who fails to pick the lock can never succeed in opening it. The contents of the book cannot be examined until the lock and book are opened. The first page of the book explains all of its powers, their PP costs, and the page references where the command words and instructions for each power can be found. The *Tome* can be read easily by anyone.

Use of Powers: The *Tome's* contents explain how the user, drawing on the power of the *Tome*, can produce the effects of the given powers. The pages of the book cannot be used as materials for the effects (such as mapping).

Suggested Handicaps (2):

1. When first used the user suffers a -6 penalty to Strength score.
2. Body part change: The user becomes hunchbacked, and suffers a + 4 penalty to Armor Class and a -4 penalty to all Hit rolls because of this deformity.

Suggested Penalties (3, standard chances):

1. User involuntarily assumes gaseous form.
2. Memory lapse: The user immediately forgets any 1st level spells memorized.
3. Service: The user is suddenly compelled to map an entire level of a nearby dungeon, using the *tome*, and will assemble an expedition to do so, leaving within 3 days. This effect ends when the map is completed.

Source: Ssu-ma Ch'ien, an historical figure

(Further Research: *Shih chi* (*Records of the Historian*) by Ssu-ma Ch'ien (145-90 B.C.) is called the first major Chinese historical work. For more information on this scholar, see *Ssu-ma Ch'ien: Grand Historian of China*, by Burton Watson (1958). For details of Chinese mythology, see *Asiatic Mythology* by James Hackin *et alia*, and *Chinese Mythology* by Anthony Christie.

Your Notes:

VERTHANDI'S INVINCIBLE HOURGLASS

Verthandi, a very powerful Immortal of Time, gave mortals the ability to control Time itself, through this marvelous creation. Its powers are said to be unlimited—both in scope and danger.

Description: This item is a 3-foot-tall construction of glass and wood, identical to a normal hourglass (wooden frame around a wasp-waist glass containing sand) except for its size.

Magnitude: Lesser artifact.
Power Limits: 3/A, 2/B, 2/C, 5/D
Sphere: Time (Clerics, water)
Suggested Powers (PP 250):

A2	Sleep	15
A3	Slow	25
B1	Timekeeping	10
C2	Timestop	100
C3	Wish	100

Activation: The *hourglass* is active when found. The powers are automatically and magically revealed to the user, in time, and never otherwise. Powers are revealed in order of their PP costs, *timestop* coming before *wish*. One power is revealed during sleep at each full moon (every 28 days). One additional power may (25% chance) be revealed if the user is affected by *haste* or a *potion of speed*.

Use of Powers: Any power is activated by inverting the *hourglass* and concentrating on the power desired while watching the flowing sand. The power is granted to the user after watching for a number of seconds equal to the PP cost. If concentration is broken before the power is acquired, the PP cost is still deducted, although no power is gained.

Suggested Handicaps (2):

1. When first used: A 10' cubic white mist issues from the *hourglass*, collecting around the user only. The user is immune to the mist's effects. Any victim within the gas must make a Saving Throw vs. Spells, with a -4 penalty, or age 10-40 years.
2. When either 100 point power is used, *forgetfulness* occurs. After memorizing spells, the user forgets 1-4 randomly selected spells. These are immediately revealed. If the user memorizes them

again, to fill the loss, another 1-4 randomly selected spells vanish in the same way.

Suggested Penalties (3; 10% chance of occurrence whenever either 100 point power is used; equal chances for each):

1. Aging: The user ages 1-6 years; no saving throw applies.
2. *Disintegrate*: The user must make a Saving Throw vs. Spells or suffer a variation of the normal spell effect, appearing to wither, age extremely rapidly, and crumble to dust. The body may be recovered by a *wish*, and the user then restored to normal form by applying a *raise dead fully*.
3. Ability score penalty: The user loses 6-11 (1d6 + 5) points of Strength, to a minimum Strength of 3.

Source: Norse mythology

Further Research: See standard works, referring to the following names. Verthandi is one of the Norns of Norse legend, the immortal beings who rule the fates of men and gods alike. Verthandi rules the Present, Urdur (or Urdhr, or Urth) the Past, and Skuld (who wears a veil), the Future. Each of the Norns may provide ideas for other artifacts.

Your Notes:

WIFE OF ILMARINEN

The legendary Immortal craftsman Ilmarinen once used his great skills to create a companion entirely of gold and silver. However, the result was too cold to even be approached. Appearing as a metallic golem, it was given special powers when freed, and is said to reside in far northern reaches, either alone or with its current master.

Description: The *wife* appears to be a metal statue of an extremely attractive human female clad in robes. The entire statue is made of a sparkling mixture of gold and silver.

Magnitude: Minor artifact.

Power Limits: 2/A, 1/B, 2/C, 3/D

Sphere: Matter (Fighters, earth)

Suggested Powers (PP 100):

A1	Ice breath	55
A1	Ice storm	45

Activation: The *wife* is always active.

Use of Powers: The powers of the *wife* are used by the artifact alone, not granted to the user. The *wife* can speak any language it hears, and will explain its powers to any who ask (unless ordered not to). However, the artifact cannot be controlled until a special command word is uttered. Once this command is spoken, the *wife* will obey either mental or verbal commands from the user. The command word can only be obtained from Ilmarinen himself (by using a *commune* or *contact other plane*), from a previous user of the artifact, or by a *wish*.

Suggested Handicap (1): When control is gained, the user becomes aware that the *wife* cannot recharge itself. It can eat gold or silver. For each 100 gp value of those metals eaten, the artifact recharges 1 PP.

Suggested Penalty (1; 1 in 6 chance of occurrence whenever a power is used): Instead of attacking as directed, the *wife* aims her attack at the user; normal saving throws apply, but the user gains a + 4 bonus for the second and subsequent appearances of this effect.

Other Details: AC -20; hp 100; AT 1 power; D by power; MV 90' (30'); AL N. The *wife* will not attack by any means other than its powers.

Source: Finnish mythology

Further Research: See the Finnish national epic poem *Kalevala*, compiled by Elias Lonnrott in the late 19th century.

Your Notes:

Other Magic Items

The following legendary magic items are mentioned in history, myths, legends, and literature. You may easily develop them into either artifacts or powerful but standard magic items. Further research is recommended.

Ambrosia: This is a potion of Immortality, but with a short duration. Repeated drinks are needed to maintain Immortal status.

Apples of Bragi: In Scandinavian legend, Bragi (son of Odin) had a magically inexhaustible supply of these items. Each can cure weariness, decay of power, ill temper, or failing health.

Arrow of Abaris: Abaris the Hyperborean, a Greek sage in the 6th century BC, once received a magic arrow from the god Apollo (according to Greek legend). The arrow enabled him to become invisible, cure disease, fly (riding the arrow, as if a broom) and to divine the future.

Bag of Aeolus: In Homer's Odyssey, this bag (named for the god of winds) contains a divine essence. When opened, it blows Odysseus' ship back to its starting point.

Books, Sibylline: These were written prophecies, carefully preserved in ancient Rome and occasionally consulted on matters of great import. There were nine scrolls at first, offered for sale to Rome by the seeress Almathaea; the Romans refused her price. She kept to the price and burned 3, but again was turned down. She sold the remaining 3 at the original price. They were preserved in a stone chest, with two custodians (later increased to 10 and then 15). Finally placed in gilt cases at the base of the statue of Apollo on Palatine Hill, they were burned in the great fire of Nero's fame.

Carpet, Solomon's Magic: This item, made of green silk, was legended to have carried not only Solomon and his great throne but also all of his army.

Draupnir: In Scandinavian legend, the famed magic ring made by Odin (the supreme deity) for the dwarves. Every 9 nights it produced 8 non-magical rings equal in size and beauty to itself, and is thus a fertility symbol.

Elixir: In Arabic legend, this powder was sprinkled on wounds of battle, curing them. Treat as a *potion of healing*, but applied instead of consumed.

Holy Grail: This vessel of literary fame was the cup at the Last Supper, carried to England by Joseph of Arimathea. It was said to provide food, drink, and spiritual sustenance for the life of the custodian. This term may have originally been used in reference to the platter of the Paschal lamb (again, at the Last Supper).

Horse, flying: Clavileno, an enchanted wooden rocking horse described in Cervantes' "Don Quixote," could fly and carry an armed rider. It was guided by a pin in its forehead.

Mill: A magic mill in the Finnish "Kalevala," called the Sampo, could grind out meal, salt, or gold from straw on command.

Necklace of Harmonia: Harmonia, daughter of the Greek gods Ares and Aphrodite, was given a magical necklace when she married Cadmus. Though relatively unremarkable at the time, the necklace brought disaster to all subsequent owners.

Odrovir: In Norse legend, a great war took place between the Aesir (the 24 gods of heaven, Asgard) and the Vanir (the Nature gods of Noatun). At its peaceful conclusion, both sides spat into a jar, providing their mixed essences as hostage to peace. Kvasir, the wisest of all men, was made of the spittle. His blood, mixed with honey, was called Odrovir (or Odhrevir); all who partook of it became poets.

Ring of Amasis: Amasis, King of Egypt, advised his incredibly lucky friend Polycrates, King of Samos, to discard something of great value to balance the Fates. Polycrates threw a prized ring into the sea, but it was later found in a fish on the King's dinner table. Amasis promptly recognized this sign from the gods and broke off relations with his friend; shortly thereafter, Polycrates was brutally slain.

Ring of the Nibelungen: Made famous by Richard Wagner's 1876 opera, this item comes from several Scandinavian legends (the Volsunga Saga, Nibelungenlied, Elder and Younger Eddas, and the Eckelied). The ring was part of an entire hoard in the Rhine river, which was guarded by the Rhine Maidens until Alberich gained it by foreswearing love. The greedy dwarf cursed the item, and when the Ring was later taken by gods and heroes for various uses, it brought doom to all, resulting even in the destruction of Asgard and the gods.

Swords: Many magical swords can be found in myth and literature. The following list is only a sampling; further research is recommended to ascertain appropriate powers.

Angurvadal (Stream of Anguish) was owned by the hero of "Frithiof's Saga," a 13th century Scandinavian work.

Ar'ondight, sword of Launcelot of the Lake, was mentioned in several Arthurian legends.

Balisarda (a *sword of slicing*) was made by the witch Falerina in the 1487 romance epic "Orlando Innamorato" (Roland in Love) by Matteo Maria Boiardo.

Balmung was the sword of Siegfried in Scandinavian legend. It was made by Wieland, a Germanic name for the immortal blacksmith Volund, known as "Wayland Smith" to the English. (See the artifact *Armet by Wayland.*) Wieland may be similar to earlier legends, such as the Greek Hephaestus and the Roman Vulcan.

Colada was the sword of the Spanish hero *El Cid*, first described in a poem of a unknown Castilian bard in 1140. "Cid" comes from the Arabic "Sidi," or "Lord." The hero was Ruy Diaz de Bivar (1043-1099), also called "ed Campeador" (the Champion).

Courtain ("the Short Sword") was used by Ogier the Dane, a Paladin of Charlemagne (who, known as Holger Danske, is the folk hero of Denmark). The smith Munifican took 3 years to make Courtain.

Durandan (or Durandal, Durandana, or "the Inflexible") was the Sword of Roland, given him by Charlemagne. It once belonged to Hector, the noble chieftain of Homer's "Iliad" prominent in the fall of Troy. Roland (also called Orlando) is the hero of several literary works, including the "Chanson de Roland" (Song of Roland) of the 11th century; the "Chronicle of Charlemagne" of the 12th century; and the later Italian works "Morgante Maggiore" by Luigi Pulci (1483), Boiardo's "Orlando Innamorato" (Roland in Love, 1487), and "Orlando Furioso" (Roland Mad, 1516) by Lodovico Ariosto.

Excalibur (or Escalibor, in the Old French) was the fabled sword of King Arthur (according to most legends). It was also referred to as Caliburn (by Geoffrey of Monmouth) and Caledvwlch (in the Mabinogion), or Caladbolg in Irish legend (meaning "hard belly"). It gets its name from the Latin "ex calce liberare," or "to liberate from the stone."

Flamberge (or Floberge, meaning Flame Cutter) was a sword of Charlemagne.

Glorius, sword of the hero Oliver, broke 9 swords made by the famed smiths Ansias, Galas, and Munifican.

Gram (German for "grief") was another famous sword of Siegfried.

Joyeuse (French, "joyous"), a greatsword of Charlemagne, took 3 years to make (by the smith Gallas).

Mimung, sword of the hero Wittich, was loaned to Siegfried for a time.

Morglay (Big Glaive) was the sword of Sir Bevis of English lore. "Morglay" was then a common generic term for "sword."

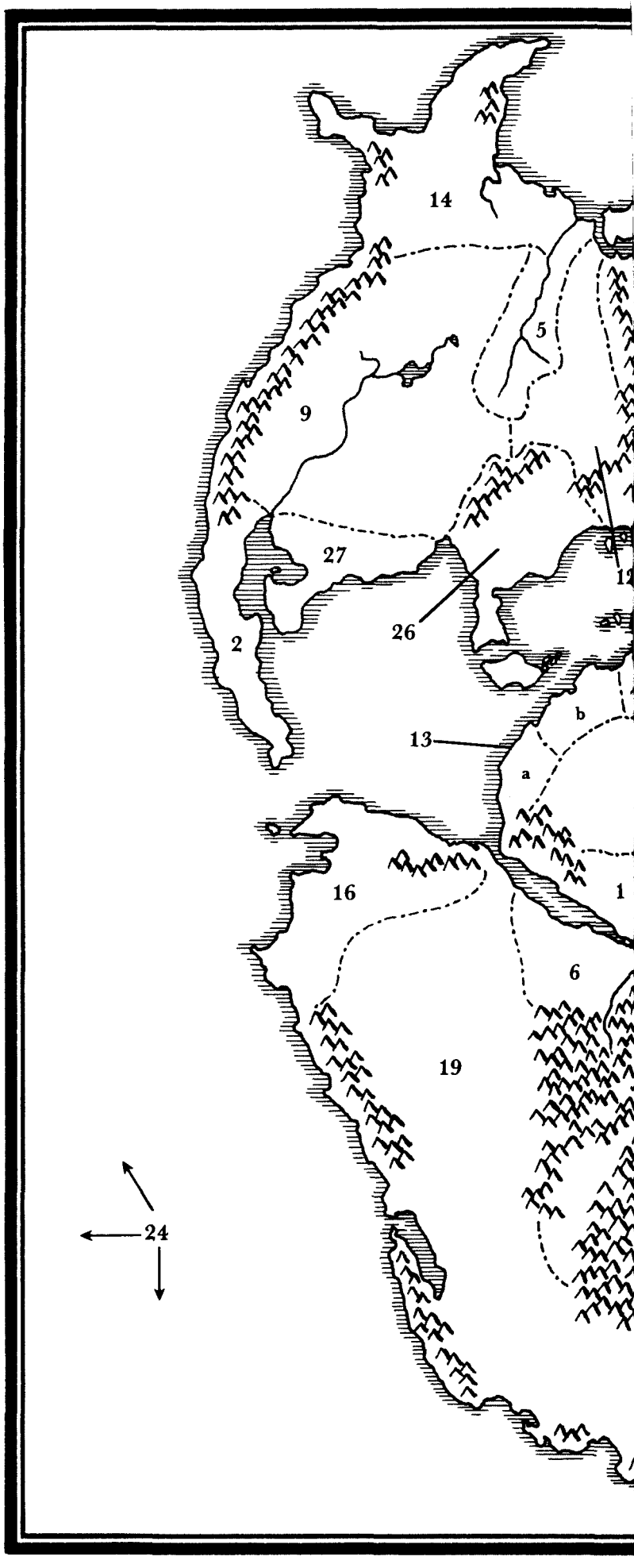
Nagelring (Nail-Ring) was the sword of Dietrich of Bern, a hero in the Germanic "Heldenbuch" and "Nibelungenlied."

Philippan was the sword of Mark Antony, a member of the Second Triumvirate of Rome (43 BC).

Sauvagine was another of Ogier's swords (see "Courtain"), also made by Munifican.

The Known World

1 Addakia
2 Arm of God
3 Arypt
4 Barbarians (not united)
5 Borea
6 Brasol
7 Cestia
8 Empire of Alphatia
9 Empire of Dorfin IV
10 Empire of the Great Khan
11 Empire of Tangor
12 Empire of Thyatis
13 The Coast (a.k.a. The Four Kingdoms)
14 Hyborea
15 Isle of Dawn
16 Izonda
17 Jen
18 Lower Arypt
19 Matriarchy of Pelatan
20 Minaea
21 Nentsun
22 Norwold
23 Oceania
24 The Sea Kingdoms
25 The Sea Kingdoms
26 The Serpent Peninsula
27 Southold
28 Thonia
29 Vulcania
30 Vulture Peninsula
31 Zyxl



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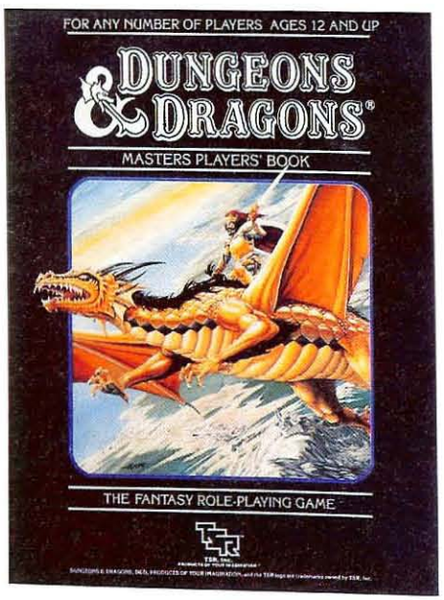

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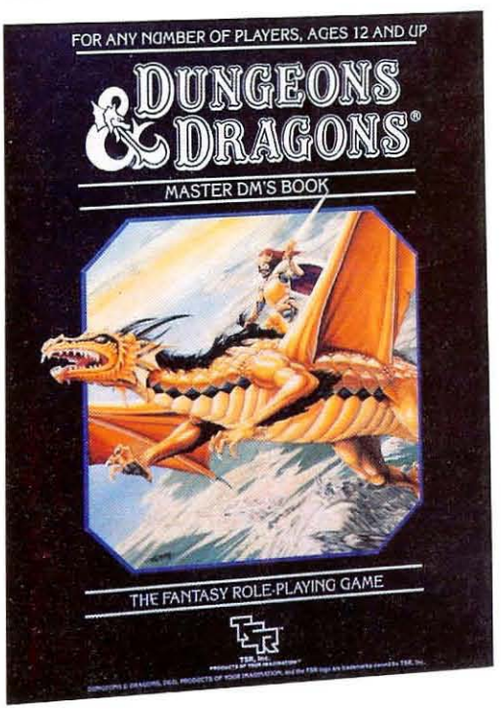

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